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DEFINITIONS AND INTERPRETATION

DEFINITIONS

The following definitions apply in this Schedule 2 unless expressly stated otherwise or unless the context otherwise requires:

Affiliate has the same meaning as set out in the CRL Constitution.

Anti-Doping Policy means the anti-doping rules adopted by the Country Rugby League set out at Schedule 7 to the CRL Rules.

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

Chief Executive Officer means the chief executive officer of the CRL.

Club means an organisation, which is a member of or affiliated to a Member Group / Division.

Competition means rugby league tournaments, competitions, matches and fixtures conducted by and between Member Groups / Divisions with the approval, and under the auspices of, the CRL.

Country Rugby League and **CRL** means Country Rugby League of New South Wales Incorporated.

CRL Constitution means the constitution adopted by CRL as amended from time to time.

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

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

Director has the same meaning as given to that term in the CRL Constitution.

First Grade Competition means the highest grade Senior Grade Football Competition conducted by a Member Group / Division.

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 a Member Group / Division.

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.

Member has the same meaning as set out in the CRL Constitution.

Member Group / Division means an organisation which is a Member or Affiliate of CRL which conducts rugby league competitions, premierships, tournaments and matches which are approved by the CRL.

Mini and Mod Laws of the Game means the rules for mini and modified rugby league adopted by the Country Rugby League and set out in Schedule 6 to the CRL 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.

NSWRL means New South Wales Rugby League Limited, ACN 002 704 761.

Plate Competitions are, typically, socially-oriented Competitions conducted by Member Groups / Divisions.

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

QRL means Queensland Rugby Football League Limited, ACN 009 878 013.

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

Region has the same meaning as given to that term in the CRL Constitution.

Representative Match means any game of rugby league conducted and organised by or under the auspices of the Country Rugby League which involves teams selected to represent the CRL or Member Groups / Divisions.

Reserve Grade Competition means the second-highest grade Senior Grade Football Competition conducted by a Member Group / Division.



Senior Grade Football means open-age rugby league Competitions.

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

INTERPRETATION

Unless expressly stated to the contrary:

1. The indexes and headings to the clauses and schedules of this Schedule 1 are for reference only and shall not otherwise affect the construction of its contents.
2. Any reference in this Schedule 1 to a clause is, unless otherwise stated, a reference to that clause which appears in this Schedule 1.
3. Any reference to a clause of an annexure or incorporated document (including the CRL 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 CRL Rules or this Schedule 1 mean the CRL Rules and this Schedule 1 as amended from time to time in accordance with the powers of the CRL 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 Sydney, Australia by reference to the *Standard Time Act 1987* (NSW).



1.1 ADMISSION PRICES, GATES AND SEASON PASSES

- 1.1.1 Each Member Group / Division is responsible for setting maximum ticket prices for matches played in Competitions conducted by them (including all pre-season, trial and finals series matches). CRL is responsible for setting ticket prices and policies for all Representative Matches.
- 1.1.2 The Member Group / Division 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 Member Group / Division at the commencement of each season and shall be recognised by all Clubs during that season subject to any terms and conditions imposed by the Member Group / Division. The Member Group / Division 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 Member Group / Division. The Member Group / Division may appoint a representative to supervise same. Clubs, should they derive a direct or indirect benefit from gate receipts, have the right to check the gate receipts of all matches in which they participate
- 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 CRL shall be recognised by, and be able to be used for entry at, all venues hosting Competitions.



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:
- a) A visiting Club may request the home Club to make available a maximum of two people to act for the visiting Club as ball / sand-kicking tee persons; and
 - b) For any finals series match (where both teams are considered as “away” teams) the Member Group / Division 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 sand or 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 and provided that the rules set out in Schedule 1 of the CRL Rules relating to sponsorship are complied with.
 - 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



1.3 BLEEDING PLAYERS

- 1.3.1 The CRL adopts the NRL Infectious Diseases Policy (set out in Schedule 6 to the CRL Rules). The NRL Infectious Diseases Policy applies and must be followed in respect of any instance of any bleeding Player.



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 Member Group / Division 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 Member Group / Division.
 - 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 Member Group / Division 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.
- d) In any finals series match, where play is suspended under this rule 1.4, the Member Group / Division 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 Chief Executive Officer or his nominee.



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 Member Group / Division.
- 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 Chief Executive Officer or his nominee. Further, for safety reasons, no fireworks or any similar device are to be placed anywhere near the players' tunnel as the Players or any other persons (such as Match Officials) enter the field.



1.6 COMPETITION FORMAT, DRAW AND POINTS SCORE

- 1.6.1 Competition draws shall be made by the Member Group / Division prior to the commencement of the season. The Member Group / Division shall distribute the draw to all participating Clubs. Subject only to any other provisions of the Member Group / Division's 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 Member Group / Division's 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 each Member Group / Division.
- 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 Member Group / Division in the case of more than two teams.



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 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.
- 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.
- 1.7.3 The Referee shall, within twenty four (24) hours after the conclusion of a match, deliver to the secretary of a Member Group / Division, 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 relevant Member Group / Division to have lost the match in which that Player participated. Further, a Member Group / Division 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.



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 Member Group / Division by the Ground Manager, and thereafter the provisions of rule 1.4 shall apply.



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.



1.9.3 Heat:

- a) Pre-season and trial matches should only proceed when the club doctor and 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 club doctor and 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' approximately 20 minutes 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 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) Interchange procedures will be extended to provide for three (3) Players from each Team to interchange at the same time (instead of only two (2)).



1.10 FINAL SERIES – FORMAT AND DRAWN GAMES

- 1.10.1 The format for finals series matches will be determined by the Member Group / Division 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 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 Member Group / Division.
- 1.10.5 In respect of 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, a period of ten (10) minutes extra time (5 minutes each half) will follow
 - 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) After the first half 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 half of extra time will kick off to commence the second half
 - d) If the scores are still level at the end of the ten (10) minute extra time period a further period of “golden point” extra time shall be played whereby play will continue on an unlimited basis until the first point/s have been scored to determine the winner of the match
 - e) If a try is scored in this further period of extra time the conversion kick will not be permitted
 - f) The commencement of this period of “golden point” extra time shall be determined by the toss of a coin as described under the Laws of the Game



- 1.10.6 As all finals series matches are under the control of the Member Group / Division, the matches are deemed “neutral”. The Member Group / Division will issue specific requirements (“**Final Series Host Clubs Requirements**”) to each Club which hosts a finals series match in a Member Group / Division’s Competition. The Member Group / Division 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.

- 1.10.7 The relevant Member Group / Division shall be entitled to all revenue, 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 Member Group / Division prior to the commencement of the Competition season. Further to rule 1.10.1, the recommended formats for four and five 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.



Five Team Finals Series

- a) The five 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 qualifying semi-final”**) The fourth and fifth highest-ranked Teams shall play, with the loser eliminated, and the winner advancing to the minor semi-final.
 - 2) (**“major qualifying semi-final”**) The second and third highest-ranked teams shall play. The winner shall advance to the major semi-final, and the loser shall advance to the minor semi-final.
- c) In the second week of the finals series:
 - 1) (**“minor semi-final”**) The winner of the minor qualifying semi-final shall play against the loser of the major qualifying semi-final, with the loser eliminated, and the winner advancing to the preliminary final.
 - 2) (**“major semi-final”**) The first highest-ranked team shall play the winner of the major qualifying semi-final. The loser shall advance to the preliminary final. The winner shall advance to the grand final.
- d) In the third week of the finals series:
 - 1) (**“preliminary final”**) The winner of the minor semi-final shall play the loser of the major semi-final. The loser shall be eliminated. The winner shall advance to the grand final.
- e) In the fourth week of the finals series:
 - 1) 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.



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 CRL from time to time and communicated to Member Groups / Divisions.



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 Member Group / Division and the CRL 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 Member Group / Division.
- 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 a Member Group / Division.
- 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 Member Group / Division or CRL.

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.
- 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 contact with the timekeepers and reconfirm that the correct timing procedures will be implemented in accordance with the CRL 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 CRL's 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 CRL Rules.



After the match

- q) Complete any necessary or required incident report forms.
- r) Attach any incident report forms to the match sheet for return to the Member Group / Division depending on local requirements (should the Ground Manager deem it necessary to submit a report regarding any breach of the CRL Rules or any rules of any Member Group / Division, the Ground Manager should also verbally notify the Member Group / Division 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.



1.13 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 CRL 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 CRL).
- 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.

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:
 - 1) The maximum depth of all in-goal areas in Competitions played under the CRL Rules shall be eight (8) metres, except as otherwise approved in writing by the Chief Executive Officer 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 CRL 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 CRL, any Member / Group, 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 Member Group / Division prior to the commencement of the season.
- b) In all Competition matches played under the CRL 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.
- c) In matches played at “neutral” venues (such as finals series matches) both participating Clubs may apply to the Member Group / Division for approval to wear their preferred playing strip. After consideration of such requests, the Member Group / Division will advise the competing Clubs of the approved playing strips that each Team must wear for that match.

1.15.2 Jerseys (Traditional)

Any proposed use of traditional or modified jerseys for particular matches or occasions must be approved by the Member Group / Division 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 s 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 CRL from time to time.



1.16 KICKING TEES

- 1.16.1 The CRL may from time to time publish a list of approved kicking tees. In Competitions played under the auspices of Member Groups / Divisions or otherwise under the CRL Rules the only kicking tees which are permitted to be used are those which are approved by the CRL.
- 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.

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 forty (40) 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 shall be forty (40) minutes in duration.
- 1.17.3 Subject to any other provision of the CRL 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 CRL.

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

Member Groups / Divisions may 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 CRL Trademark. Member Groups / Divisions and Clubs participating in Competitions which have granted such sponsorship rights shall order match and training footballs from the CRL.

- 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 CRL 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 CRL Trademark and any sponsor's logo.
- 1.18.6 At the conclusion of the day's proceedings, the footballs will be collected by the Club nominee, cleaned and secured for the next home match.
- 1.18.7 Match balls must be clean with clear logos visible at all times.
- 1.18.8 The Ground Manager must be advised of the names of Club personnel in charge 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 relevant Member Group / Division. 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 Member Group / Division Group shall have power to annul a match and order it to be replayed on the grounds of misconduct of the Referee.

1.20 MATCH RESULTS

- 1.20.1 The CRL and Member Groups / Divisions 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 Member Group / Division in the prescribed manner.
- 1.20.2 Match results and point scores in matches shall be recorded and maintained by the Member Group / Division in the manner prescribed by the CRL from time to time.



1.21 MATCH TIMES

- 1.21.1 Match days and times will be as determined and published by the Member Group / Division.
- 1.21.2 Once set, match days and times can only be altered with the prior approval of the Member Group / Division.
- 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 Member Group / Division unless otherwise decided by the CRL.

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 Member Group / Division.



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. The Member Group / Division may at its discretion impose a fine (or other penalty determined by the Member Group / Division) on a Club forfeiting a match should it fail to give three (3) clear consecutive days' notice of the forfeit to each of the opposing Club and the Member Group / Division.
- 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 may complete a match sheet for that forfeited match and lodge that match sheet with the Member Group / Division in the approved manner and prescribed time.



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 CRL and Member Group / Division 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 CRL or Member Group / Division.
- 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 Member Group / Division before such performances shall be permitted. The Member Group / Division 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 Refer to the diagram which is set out at Section 1 of Schedule 6.1 to the CRL Rules – The Laws of the Game



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.
- b) A Player's normal gear shall consist of a jersey of distinctive colour and / or pattern (numbered in accordance with the CRL 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.



1.26.4

Apparel

- a) 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.
- b) Jerseys must be of a type, style, and fabric as approved by the CRL.
- c) 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 50cm².
 - 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 CRL before that item may be used by a player in a match.



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.
- 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 Player.



1.28 PLAYER QUALIFICATIONS FOR FINALS SERIES

- 1.28.1 When a Player is called upon to replace a Player in any grade, for the purpose of his eligibility for finals series matches including semi-finals, finals and grand finals he shall be regarded as having played in the lower grade but for record purposes the Player shall be credited with having played both grades.
- 1.28.2 Subject to the CRL Rules, Players are eligible to play in any grade at any time with the exception of finals series matches including without limitation semi-finals, finals and grand finals.
- 1.28.3 For the purpose of finals series matches including semi-finals, finals and grand finals, a Player will be eligible for finals series matches in the Competition he played the majority of his matches in throughout the season.
- 1.28.4 The qualification period for the purposes of rule 1.28.3 shall end at the finish of the regular season competition rounds.
- 1.28.5 The qualification of players for Senior Grade Football finals series matches must be submitted to the Member Group / Division (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 a Member Group / Division (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 Any Club that has immediate subordinate teams, for example a First Grade Competition Team and a reserve grade team, playing on the same day shall be allowed to choose their strongest teams on that day from all available players
- 1.28.7 Any Player, who after being called on to play in a higher grade, fails or refuses to do so, may be disqualified for the remainder of the season by the Member Group / Division unless the Member Group / Division is satisfied that the Player has good and sufficient reasons for the failure or refusal.
- 1.28.8 A Player replacing a Player representing the Member Group / Division or other organisation in a Representative Match on the day on which a Competition match takes place, shall be deemed not to have played in a higher grade, provided that it has been previously specified.
- 1.28.9 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 CRL Rules and any rules of a Member Group / Division. However, no more than seventeen (17) players may sign team the sheet and be qualified in respect of a forfeited match.



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 Member Group / Division (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.



1.30 PRIZE MONEY

- 1.30.1 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 Member Group / Division. Subject to any other provisions of the Member Group / Division and CRL 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 Member Group / Division no later than 31 October in the year in which it is won.



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 Member Group / Division.



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.



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.
- 1.33.4 A limited interchange system is used in Competitions played under the auspices of the CRL and Member Groups / Divisions. Each Team may use up to a maximum of ten (10) interchanges in ordinary time during a match.
- 1.33.5 In matches that extend into extra time, an additional two (2) interchanges will be permitted for each Team making a total of twelve (12) interchanges in these matches. Any unused interchanges of the ten (10) permissible during ordinary time may also be utilised during extra time.
- 1.33.6 A replaced Player must have left the field of play prior to the interchange Player taking his place on the field.
- 1.33.7 If a Team elects to interchange a bleeding Player who leaves the field in accordance with the requirements of the CRL Rules, this interchange will be included for the purposes of calculating the number of interchanges pursuant to 1.33.4.
- 1.33.8 Fouled Players:
- a) If a Player is fouled by an opponent who is in consequence dismissed from the field (whether temporarily or permanently), 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 rule 1.33.4, provided that the interchange is made without delay and, in any case, by the time the Referee has finished acting on the incident.
 - b) Further to rule 1.33.8(a), 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 1.33.4.



- 1.33.9 An Interchange official will be appointed by the Member Group / Division 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. In proceedings with respect to any breach by a Club of these interchange rules, it shall not be a defence to that breach to demonstrate or prove that the interchange official gave a particular direction to a Club or any individual, or that the interchange official erred in some way.
- 1.33.10 Should an interchange official become aware of a breach of these interchange rules, he should inform the nearest touch judge and the ground manager at the first opportunity. Thereafter the interchange official is required to submit a written report to the Member Group / Division by 9:00am on the first business day following the match.
- 1.33.11 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 Referee may use his 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 Team will be provided with a set of official interchange cards numbered 1-10 (plus free interchange cards, one red for fouled player and one green for subsequent free interchange) incorporating the Team's logo. Clubs are to hand the green card to the interchange official prior to the commencement of the match.
- 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. The empty folder must be handed to the interchange official so the cards can be replaced in the folder as each interchange is affected. The folder with the interchange cards inserted will be returned to the Club at the completion of the match.
- f) 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 will hand over No. 10). If a 'free' interchange is permitted under rule 1.33.8(a), the interchange Player must present the red free interchange card to the interchange official. The interchange official will then provide a green free interchange card to the fouled Player's bench for use by the next interchanged Player. 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) An interchange, for the purposes of rule 1.33 and for all other purposes, will be taken to have occurred (and counted for the purposes of calculating the Team's total interchanges) once the card is accepted by the interchange official, even if the interchange Player's Team then decides not to proceed with the interchange with the consequence that the interchange Player does not take the field of play.
- i) 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.
- j) 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 as per rule 1.33.11(e).
- k) Only official interchange cards issued by the Member Group / Division may be used for the purposes of interchanges in Competition matches. If a Team loses or damages their cards, the Member Group / Division must be contacted, and the issue of replacement cards requested.
- l) 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.
- m) 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.
- n) In matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1 & 2 to each Team, 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 and 2 numbers (signifying the 11th and 12th interchanges) are used.



1.34 SIGNING ON TO TEAM SHEETS

- 1.34.1 Team sheet information must be completed in full and handed to the ground manager prior to the commencement of the match in accordance with any other rules made by the CRL or Member Group / Division 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 seventeen (17) Players named in a Team for a Club must be named, 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.



1.35 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 Member Group / Division.
- 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) Twelve (12) chairs (maximum) to be provided for each Team and placed in a single row parallel to the touch line. These chairs should be of a resilient nature with shortened legs in order that spectator's views are not impeded, and located as near to the 50m line as possible.
 - b) Personnel allowed to be seated on the bench may comprise only 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 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 Member Group / Division.
 - 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 Member Group / Division.



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 CRL. 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 CRL 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:
 - 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 Member Group / Division.
- e) Field security.
- f) Police (if required, as determined by the Member Group / Division 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 CRL.



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 CRL Rules, the Member Group / Division 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, shall not be eligible to participate in any Competition conducted under the auspices of the CRL or any Member Group / Division 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.
- 1.37.3 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.



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 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 Member Group / Division, 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 Member Group / Division, 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.



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.
- 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) If for any reason (e.g. an injury or caution) the Referee orders time off, he will do so by indicating with both arms above his head, vertical to his body. Timekeepers must immediately stop their stopwatches and time clocks.
- d) When play is to recommence, the Referee will indicate so by waving one arm over his head. Timekeepers must recommence timing on their stopwatches immediately.



- e) 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.

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.

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.

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 discretion.



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.
- 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.



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.

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 / VEST (minimum qualification to enter the field of play). NOTE the words "NRL LEAGUESAFE" must be printed on the back of the shirt / vest. 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:

- 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.



- 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 PMS colour specifications:



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

In cases where the Member Group / Division deems that there may be a clash of trainer's colours with the colours of either Team, the Member Group / Division 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.



1.41 TROPHIES

- 1.41.1 All trophies awarded as part of the Competition or finals series, are the property of the Member Group / Division.
- 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 Member Group / Division.
- 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 Member Group / Division.
- 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 Member Group / Division.
- 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.



1.42 UNIFORM

- 1.42.1 Players in all matches sanctioned by the Country Rugby League shall wear proper football uniform which complies with the CRL Rules, consisting of shorts and numbered jerseys bearing the CRL logo and made in the registered colours and design of the Member Clubs / Group / Division together with approved shorts, socks, boots or shoes.
- 1.42.2 In the absence of any explanation considered acceptable to the CRL, 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 CRL shall determine at its discretion.
- 1.42.3 Referees in all matches sanctioned by the Country Rugby League shall wear the proper Referee's uniform consisting of shorts and jerseys bearing the CRL logo and made in the registered colours and design of the Country 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 CRL, any Referee wearing apparel not in accordance with sub-rule 1.42.3 shall be liable to such other penalty determined by the CRL at its discretion.



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 CRL's Rules as a Registered Player shall lose the match in which such person participated. The non-offending Team shall have the competition points automatically allocated to it. The for and against shall be calculated in accordance with the CRL Rules as if the match was forfeited by the offending Team.
- 1.43.2 The Member Group / Division 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.



1.44 VENUES

1.44.1 A Club must:

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

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 Member Group / Division 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 Member Group / Division 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 Group requirements, are to be met by the Club and/or match sponsor/promoter.
- c) Sufficient notice of the proposed change enabling the member Group / Division to consider the request and then provide adequate notification to the media, sponsors, and the general public.
- d) Any other factors which the Member Group / Division deems relevant.



SECTION 2

BLOOD BOURNE INFECTIOUS DISEASE GUIDELINES

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2.1 Blood Borne Infectious Diseases Guidelines **Page 65**

2.1 BLOOD BORNE INFECTIOUS DISEASES GUIDELINES

- 2.1.1 The Country Rugby League adopts the NRL infectious Disease Policy (see Schedule 6 to the CRL Rules) in relation to blood borne infectious diseases.



SECTION 3

DEVELOPMENT FEES

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PREFACE

1. The provisions of the document immediately following, *Development Fees - Policy of the Leagues* (including the attached Schedule of Fees and Ready Reference Guide) and any amended document in force from time to time is intended to ensure that the obligations of Clubs to pay fees for the development of players may be assessed and paid as expeditiously and efficiently as possible.
2. The timely and proper discharge of those obligations is important. As the Policy makes clear, amongst other things this will ensure that the following objectives are met:
 - A level of compensation, agreed by all stakeholders in the Game as fair and reasonable, is paid to development clubs and, where applicable, their respective Governing Leagues in recognition of the role played by each in the development of particular players and as encouragement to them to continue to develop players;
 - Clubs are restrained from 'cherry-picking' a player from outside their recognised talent nurturing areas before the player's development club, Governing League and the Club in the NRL Competition associated with that talent nurturing area have each had a reasonable opportunity to assess the potential of that player and to offer continued association;
 - Clubs are discouraged from 'poaching' and/or 'stockpiling' players; and
 - The special needs of the NZRL in relation to 'player drain' are accommodated.
3. The provisions of the Policy have been arrived at after wide consultation between the NRL and all stakeholders in the Game including the Clubs and the Leagues, and the NRL expects that the provisions and any amended provisions in force from time to time will be adhered to because it is in the Game's interests to do so.
4. With this expectation in mind, the Policy was formulated by the stakeholders in a 'whole of game' way.



ENFORCEMENT

5. This Appendix and any amended document in force from time to time forms part of the NRL Playing Contract and Remuneration Rules. As such, all Clubs and persons bound by the **NRL Rules** must comply at all times with its provisions: Rule 27(2) of the **NRL Rules**. Any failure to do so may be enforced by the imposition of a penalty or penalties pursuant to Part 2 of the **NRL Rules**.

INTERPRETATION

6. In the interpretation of a provision of the Policy (Including the Schedule of Fees), the interpretation that will best achieve the objects set forth in the Policy is to be preferred to any other interpretation, although regard may be had to the Ready Reference Guide as well as the contents of the **NRL Rules** (including the other Schedules and Guidelines to the NRL Rules) when construing these provisions.
7. In the event of any inconsistency between a provision of the Policy and a provision of the **NRL Rules** or the NRL Playing Contract and Remuneration Rules (save for the any other Schedules or Guidelines to those Rules), the **NRL Rules** in the first instance and NRL Playing Contract and Remuneration Rules in the second instance shall prevail.



DEVELOPMENT FEES

POLICY OF THE LEAGUES

2015



INTRODUCTION

The earlier Development Fee Schedules and accompanying Guidelines have, until recently, satisfied the needs of the Game in relation to a fair recompense for:

- Recognized development investment; and
- The provision of representative opportunities for young players.

The introduction of U/16 and U/18 representative competitions in Queensland (inclusive of teams from NT in 2009 and the introduction of the National Youth Competition for all NRL Clubs, including Queensland, Victoria and New Zealand-based NRL Clubs, has complicated the issue in relation to uniform treatment and comparable recompense. Further, the term “feeder team(s)/club(s)” has become considerably more complicated with NRL Clubs forming relationships with “feeder team(s)/club(s)” outside their traditional junior base or district and in some cases outside their State.

A dilemma exists as to whether a player has been ‘truly developed’ by a club/team/League or NRL Club and whether that player was required by his developing club/team/League or NRL Club or was he in fact excess to their requirements and should therefore be ‘fee-free’ to enable him to seek opportunities elsewhere. For clubs/teams/NRL Clubs, this then requires them to make an offer to substantiate their claim as “requiring the player”. For Leagues, as they do not specifically develop or contract individuals or teams but instead provide development support and opportunities in the form of Referees, insurances, representative opportunities etc, they must be at least placed on the quarantine or nominated lists by the noted dates.

The following Policy now accurately reflects the agreed Objectives under the changed landscape summarized above.

AMENDMENTS

The provisions of this Policy may be amended on notice to the NRL Clubs and the Leagues from time to time and, whenever amended, the amended version shall become the Policy.



OBJECTS

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

- a. *Reflect a fair compensation for the development opportunity and investment provided by a Body or junior or senior club and to encourage the continuance of that opportunity and development investment where players are “truly developed”.*
- b. *Ensure clubs are discouraged from ‘poaching’ and/or ‘stockpiling’ players to the detriment of the player who may otherwise have been offered an alternative opportunity.*
- c. *Consider the needs of NRL Clubs who may have suffered due to changing demographics in their local nursery since the introduction of Development Fees and who subsequently need to recruit more vigorously than those NRL Clubs who have an abundance of junior talent.*
- d. *Ensure recruiting clubs are not permitted to simply ‘cherry-pick’ the developed talent from other areas before the developing clubs have sufficient opportunity to assess their players and their potential and offer continued association.*
- e. *Recognize the need to ensure the Schedule reflects a considered approach to the special needs of the NZRL in relation to ‘player drain’ and future opportunities via competitions and development pathways.*



DEFINITIONS

The following definitions apply to this Policy (including the Table to this Policy):

“Clearance” – means a document evidencing the release of a player in terms which clear him to participate as a player in a Junior Representative Competition, the National Youth Competition and/or the NRL Competition;

“Development Fee” – means a fee payable under this Policy by an NRL Club for the development of a player of the Game;

“Emerging Nations” – means Southern Hemisphere countries that do not currently have an NRL Club based within their territorial limits;

“Emerging States” – means the States and Territories of Australia that do not currently have an NRL Club based within their territorial limits;

“Fee Pending” – means a Development Fee which will be payable with respect to a player but is not due for payment until that player makes his debut in the NRL Competition or the National Youth Competition, as noted on the Clearance;

“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;

“Junior Players” – means players who have not attained the age of 18 years before 1 January of each year;

“Jun Rep team/club” – means those teams/clubs playing in the Harold Matthews Cup, SG Ball Cup, Cyril Connell Cup and Mal Meninga Cup;

“Leagues” – the NZRL, the QRL, the NSWRL, the CRL and the Emerging States;

“Maintained Rep Status” – means the player continued to be a representative player for two years (unless a change of residence was the principal reason the player was unable to so maintain his representative status). For example, a player who attained representative status in 2006 and did not represent in any applicable category in 2007 or 2008 will not have maintained his representative status, however, if he is again selected in a Development Fee Category during that subsequent 2 year period he will have maintained his representative status;

“Offer/quarantine period” – means the period extended out from NRL Round 13 to 1 August for those players who have not played in the NRL Competition;



“Quarantined/Nominated Squads” – means the squads notified to the NSWRL (Martin Meredith at the NSWRL Academy for collation) by 1 August of each year for squads of 30, and 1 November for squads of 25;

“Senior Players” – means players who have attained the age of 18 years before 1 January of each year;

“Truly Developed players” – means players who have been with a club/team for a minimum of two consecutive years;

“Upper age limit” – means, for those players who have not attained the age of 23 years or, in the case of a fee relating to an open age competition, 24 years (and turning the age in the applicable year Jan – Dec.).



POLICY¹

1. All Development Fees shall be calculated in accordance with the attached Schedule of Fees.
2. From 2009, the Governing Leagues are required to advise the NRL after each round of Jun Rep matches of any debutants at each level and the NRL will advise all Leagues of any debutants in the NYC and NRL after each Round.
3. Background check – to ensure players have been fully transparent, Jun Rep clubs/teams and NRL Clubs should check with the NZRL or other relevant National League before seeking any Clearance of a player who was not born in Australia – “I did not know there would be a Fee” will not be acceptable in any dispute over Fees.
4. Development Fees will be payable by Jun Rep clubs/teams (within ten business days of invoice receipt) upon Clearance to a Jun Rep clubs/teams or upon players making their debut in NYC or NRL Competitions except for those who:
 - a. Have reached the upper-age limit.
 - b. Have not been ‘truly developed’ by the club claiming the Fee.
 - c. Have not maintained their representative status for a period of two years, save for any case where a change of residence was the principal reason the player was unable to so maintain his representative status.

1 **Notes to this Policy**

- *The case for the retention of the “Fee due on Clearance” for players moving to a Jun Rep team/club is strong and accordingly this has been retained in these Guidelines.*
- *Of particular note is that there is no getting away from the fact that to be eligible for a Development Fee from a player your Club has ‘truly developed’, you have to have made an effort to keep him by making him an offer. The lodging of Development Squad lists is also an integral component of the system.*
- *Of particular note is the extension of the deadline for making an offer to a player from Round 13 to August 1st to allow Clubs a more realistic time-frame for the assessment of players before they are required to make them an offer or lose any right to a Development Fee. This is for Development Fee purposes and not an extension of the Round 13 deadline as referred in the NRL PCR Rules and the CBA.*
- *Also of particular note is the deletion of the term “Feeder Team/Club” by replacing such with Jun Rep team/club. This refers to those teams/clubs who have entered a team into the representative competitions known as the SG Ball Cup, Harold Matthews Cup, Cyril Connell Cup and the Mal Meninga Cup.*



5. The invoice is required to document the break-up of the payment with respect to the various recipients and their portion of the payment to allow clubs to provide development acknowledgement if so desired.² **Note:** Failure to note the break-up will allow NRL Clubs to pay the entire Development Fee to the local League.
6. Arrangements made by NRL Clubs, and their local Leagues associated with that club, for the use of Players during the course of a season, is a matter for negotiation between the NRL Club and the local League.
7. Players seeking a Clearance will have a Clearance provided pending any Development Fees being paid in accordance with the provided invoice/s. In other words, the fact that a Development Fee has not been paid will not stand in the way of the issuing of a Clearance; an unpaid Development Fee is a debt, not a blockade.
8. Once a Player participates in the NRL Competition, no further Fee shall apply with respect to that player on debut with any other NRL Club.
9. Players who have not maintained their representative status for a period of two years (save for any case where a change of residence was the principal reason the player was unable to so maintain his representative status) will only be the subject of a Development Fee on their NRL Debut subject to the upper age limit.
10. The Development Fee is applicable to that Player until all payments have been made e.g. if a player is cleared and the initial Development Fee payment is paid on debut and he subsequently moves Clubs the following year and then plays NRL - then this latter NRL Club is responsible for the Final Development Fee on his NRL debut unless that debut occurs after he attains the Upper age limit.
11. Players who play in the Harold Matthews Cup or SG Ball Cup for the Western Sydney Academy or South West Academy teams will not be the subject of a Development Fee, nor will they attract Development Fees by having played in these teams unless they have been placed on the protected list of their Club.

2 *Example Invoice*

Date

Player

Category

Amount plus GST

Split – QRL/CRL/NZRL – 20%

Division or Group - 20%

Club/s - 60%



12. Quarantined/Nominated Squads – each club and League shall advise each individual player and the NSWRL (Martin Meredith at the NSWRL Academy for collation) of the players in their nominated squads by 1 August of each year:
 - a. U/20s – max. 30 players – reduced to max. 25 by 1 Nov;
 - b. U/18s – max. 30 players – reduced to max. 25 by 1 Nov;
 - c. U/17s – max. 30 players – reduced to max. 25 by 1 Nov;
 - d. U/16s – max. 30 players – reduced to max. 25 by 1 Nov;
 - e. U/15s – max. 30 players;
 - f. U/others – max. 30 players.
13. For players who are required for the quarantined or nominated squads, as well as being nominated on the quarantine lists, Jun Rep teams/clubs and NRL Clubs must verify they have communicated a written offer.³ There is no such requirement of 'offer' on the Leagues.
14. A premium of 50% for school-aged players on Clearance will be applicable to Players who leave their developing club prior to the completion of their high school education and relocate – and this should be noted on the Clearance. An NRL Sub-Committee convened by the NRL Salary Cap Auditor or his nominee will assess any request for exemption from this premium.

³ *Verification of the Player being 'required' for any of the teams or development squads will be by way of communicated written offer (email or hard copy to the Player or his Agent and not necessarily an NRL Playing Contract) of a place in the Jun Rep club/team squad, 'off-year development squad' or Senior Team, with minimum material benefits such as:*

- (i) *full team kit or*
- (ii) *full team kit plus medical or*
- (iii) *scholarship or*
- (iv) *payment of levies etc. or*
- (v) *at least an offer of equivalent magnitude to his current agreement.*

by August 1st each year. A player's club/team may make an offer after this time but if another club/team makes an offer to that player beforehand no Development Fee will apply (to avoid an unscrupulous Club/team making an offer just to collect a Fee). For clarity, Clubs who do not have an NYC team must still make an offer to players to play in their next competition up e.g. Qld or NSW Cup.



15. Short-season Clearances. For Players who have received a Clearance for the Jun Rep season and return to their developing clubs, or other club, after the Jun Rep season is completed, there will be no refund of a Development Fee paid with respect to that player unless a written agreement to that effect between the two clubs/teams is clearly recorded on the Clearance.
16. For Players nominated in the U/17 squads who seek a Clearance to “play-up” in the U/18s at another Rep team/club, they may do so without the payment of a Development Fee provided his club/team approves in writing (as this will be an exception to the rule, this written approval needs to be copied to Martin Meredith at the NSWRL) and that player returns the following year. Failure to return will incur a Development Fee in the U/18s category, subject to that player being ‘truly developed’ by his original Rep team/club or NRL Club.
17. Any disputes as to the liability to pay a Development Fee or the quantum of a Development Fee must be promptly referred to the NRL Salary Cap Auditor, or his nominee, for determination in his absolute discretion.
18. The Salary Cap Auditor or his nominee may determine that some or all or none of the Development Fee is payable. That determination will be final and not be appealable.
19. Where a Development Fee is determined by the Salary Cap Auditor or his nominee to be payable by an NRL Club, the amount of that fee shall be remitted as directed by the Salary Cap Auditor or his nominee within 14 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 Grant (payable by the NRL to the NRL Club) and remitted by the Salary Cap Auditor on behalf of the NRL Club.



Senior Players

For Senior players who have not reached the Upper age limit, and who had not been made an offer for 2009 by their 2008 Club, the following will be applicable:

- a. A Clearance should be provided as requested;
- b. The Clearance should be pending the initial Development Fee becoming due and payable, upon invoice, on the player making his NYC Debut for that subsequent Club;
- c. The Development Fee for making a debut in the NRL will still be applicable and, if this occurs before b. above, then the combined Fee is applicable.

For Senior players who have not reached the Upper age limit, and who are made an offer for 2010 by their 2009 Club, the following will be applicable:

- a. A Clearance should be provided as requested.
- b. The Clearance should be pending the initial Development Fee becoming due and payable, upon invoice, on the player making his NYC debut for that subsequent Club.
- c. The Development Fee for making a debut in the NRL will still be applicable and, if this occurs before b. above, then the combined Fee is applicable.

Junior Players

All Jun Rep teams/clubs, NRL Clubs and Leagues will be required to nominate their quarantined players by 1 August each year. Development Fees will be applicable for those players who are nominated as 'development squad players' and are 'quarantined'. For players who are categorized (have represented in one of the Development Fee Schedule Categories), but are not attached to a Jun Rep team/club e.g. a player who represented CRL U/16 but is not with a Jun Rep team/club or an NRL Club, those players will be so categorized until the Upper age limit and will have the Development Fee become applicable and payable by a Jun Rep team/club or an NRL Club upon that player seeking Clearance.

In the case of players who played in the Jun Rep teams in 2009 i.e. SG Ball Cup, Harold Matthews Cup and the QRL equivalents, Mal Meninga and Cyril Connell Cups, and have been made an offer and placed on the quarantine list by their team/Club, then the corresponding Fee from the Schedule will be applicable if that player is cleared to another Rep team/club who has a team in any of the above Junior Rep teams. For those players who move to a 'non-Jun Rep team/club' i.e. they do not have a team in the above Jun Rep competitions for 2010, an applicable Fee will fall due if the player subsequently moves to a Jun Rep team/club or plays NYC or NRL.



Development Fees – Policy of the Leagues

Schedule of Fees (and Ready Reference Guide)



CRL OPERATIONS MANUAL

CRL RULES

SCHEDULE 2

Development Fees Schedule 2015

All players who have been contracted for the 2016 season and beyond and seek a Clearance will attract the fees noted below payable on Clearance or Debut at the noted level (Jun Rep, NYC, NRL).

	Category Description	Fee on Clearance to Jun Rep Team or Club	Fee on NYC Debut less Jun Rep Fee	NRL Debut, Final Payment, (If NRL played before NYC, then sum of both.)
1	AUST Under Age (Jnr Roos)		\$7,500	\$10,000
2	QLD Resident Open Representative		\$5,000	\$7,500
3	QLD City or Country Division Open Representative		\$5,000	\$5,000
4	QLD Cup Open Representative		\$4,000	\$5,000
5	QLD Division Open Representative Team		\$4,000	\$5,000
5a	QLD U/20 Representative (**If player has already made NYC debut, first payment of \$10k is due on Clearance)		\$10,000**	\$5,000
6	QLD U/18 Representative	\$4,000	\$7,500	\$10,000
6a	QLD U/18 Maroons Representatives	\$3,000	\$5,500	\$3,000
7	QLD U/18 Meninga Cup Representative	\$2,000	\$4,000	\$2,500
8	QLD U/18 Division Representative	\$2,000	\$4,000	\$2,500
9	QLD U/16 Representatives	\$4,000	\$7,500	\$7,500
9a	QLD U/16 Maroons Representatives	\$3,000	\$5,500	\$3,000
10	QLD U/16 Connell Cup Representative	\$2,000	\$4,000	\$2,500
11	QLD U/16 Division Representative	\$2,000	\$4,000	\$2,500
12	QLD Devision Development Squads (U15, U14, U13)***	\$2,000	\$2,000	\$1,500
13	NSWRL Resident Open Representative		\$5,000	\$7,500
14	NSWRL Premier League District Open Representative (NSW Cup)		\$4,000	\$5,000
15	NSWRL U/20 Representative (**If player has already made NYC debut, first payment of \$10k is due on Clearance)		\$10,000**	\$5,000
16	NSWRL U/18 Representative	\$4,000	\$7,500	\$10,000
17	NSWRL U/16 Representative	\$4,000	\$7,500	\$7,500
18	NRL U/20 Club Representative (Toyota Cup) (**If player has already made NYC debut, first payment of \$10k is due on Clearance)		\$10,000**	\$5,000
19	NSWRL U/18 Club Representative (SG Ball)	\$4,000	\$7,500	\$4,500
19a	NSW U/17 Development Squad (nominees)	\$4,000	\$7,500	\$4,500
20	NSWRL U/16 Club Representative (Harold Matthews Cup)	\$4,000	\$7,500	\$2,500
20a	NSWRL U/15 Development Squads (U15, U14, U13) ***	\$2,000	\$3,500	\$2,500
21	NSW CRL Open Representative		\$5,000	\$5,000
22	NSW CRL Open Regional Representative		\$4,000	\$5,000
23	NSW CRL Open Group Representative Team		\$3,500	\$5,000
24	NSW CRL U/18 Country Representative	\$3,000	\$5,500	\$3,000
25	NSW CRL U/18 Regional Representative	\$2,000	\$4,000	\$2,500
26	NSW CRL U/18 Group Representative	\$2,000	\$2,500	\$2,000
27	NSW CRL U/16 Ctry Representative	\$3,000	\$5,500	\$3,000
28	NSW CRL U/16 Regional Representative	\$2,500	\$3,500	\$2,000
29	NSW CRL U/16 Group Representative	\$2,000	\$2,000	\$1,500
29a	NSW CRL U/15 Division Representative / Development Squad (Newcastle and Illawarra Leagues)(U/15, U/14, U/13)***	\$2,000	\$3,500	\$2,500
29b	NSW CRL U/15 Group Representative / Development Squad (U/15, U/14, U/13)***	\$2,000	\$2,500	\$2,000
30	Australian Open Schoolboys		\$7,500	\$7,500
31	Emerging States players		50% of Corresponding Qld / NSW Fee	Remainder of 100% of total Fee
32	Emerging Nations players		\$3,000	\$3,000
33	NZ Open Residents		\$5,000	\$7,500
34	NZ Open National Zonal (Regional) Competition		\$5,000	\$5,000
35	NZ Open Provincial Competition		\$4,000	\$5,000
36	NZ Junior Kiwi - U/20		\$7,500	\$10,000
37	NZ Junior Kiwi - U/18	\$4,000	\$7,500	\$10,000
38	NZ Resident - U/18	\$4,000	\$6,000	\$8,000
39	NZ Provincial Competition - U/18	\$3,000	\$5,000	\$5,000
40	NZ National Zonal Competition - U/17	\$3,000	\$5,000	\$5,000
41	NZ Provincial Competition - U/17	\$2,000	\$3,000	\$4,500
42	NZ Junior Kiwi - U/16	\$4,000	\$7,500	\$7,500
43	NZ Resident - U/16	\$4,000	\$6,000	\$6,000
44	NZ Provincial Competition - U/16	\$2,000	\$4,000	\$3,500
45	NZ National Zonal Competition - U/15	\$2,000	\$3,000	\$3,000
46	NZ Provincial Competition - U/15	\$2,000	\$2,000	\$3,000
47	NZ Provincial Competition - U/14	\$2,000	\$3,500	\$2,500
48	NZ Open Schoolboys		\$7,500	\$7,500

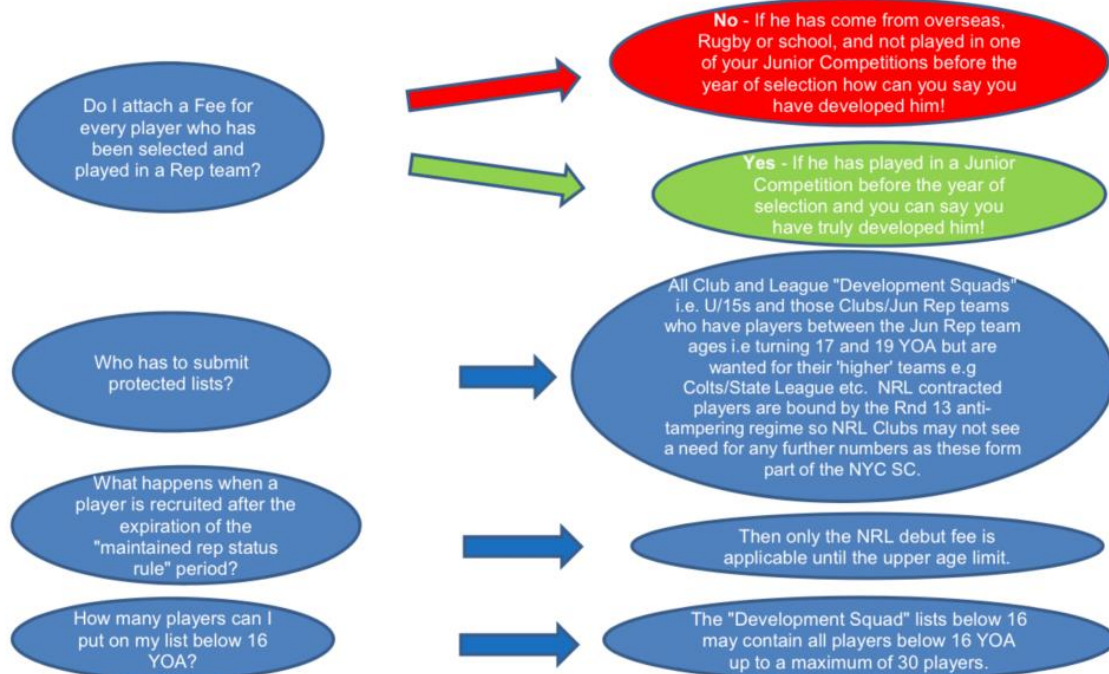
NOTE: NATIONAL CATEGORIES ARE ONLY APPLICABLE IF THE SELECTED TEAM PLAYS A MATCH AGAINST ANOTHER NATIONAL TEAM AT EQUIVALENT OR GREATER LEVEL.

NOTE: A 50% PREMIUM ON CLEARANCE IS APPLICABLE TO PLAYERS WHO LEAVE THEIR DEVELOPING CLUB PRIOR TO THE COMPLETION OF THEIR SCHOOL EDUCATION AND RELOCATE



Development Fees - Ready-Reference Guide

General Rules of Thumb - Leagues and Clubs



Development Fees - Ready-Reference Guide

I am a Club - am I entitled to a Fee?

