



QUEENSLAND MURRI AND REGIONAL INDIGENOUS CARNIVAL RULES 2016

QUEENSLAND RUGBY LEAGUE (QRL) SANCTIONED GAME RULES AND
REGULATIONS – FINAL VERSION

JUNE 30, 2016

1 EVENT RULES AND REGULATIONS

1.1 The **[Insert Carnival Name]** will be officiated using the:

- 1.1.1 NRL RUGBY LEAGUE LAWS OF THE GAME AND NOTES ON THE LAWS
- 1.1.2 NRL NATIONAL CODE OF CONDUCT
- 1.1.3. NRL ON-FIELD POLICY
- 1.1.4. NRL HEAD INJURY GUIDELINES
- 1.1.5. NRL COMMISSION ANTI – DOPING POLICY
- 1.1.6. QRL HEAT GUIDELINES

1.2.1 100% of players in The Queensland Murri and Regional Indigenous Carnivals must identify as Aboriginal and/or Torres Strait Islander or the ratio is to be pre-determined by the Event Organiser.

1.3 Contrary Conduct / Inappropriate behaviour by Players, Coaching and / or support staff will see instant withdrawal of the offending player/s and/ or team from the **[Insert Carnival Name]**

1.4 All participating team Managers or suitable representatives are to attend the official draw at **[Insert Venue and Time]**, on **[Insert Date]**.

2 TEAM NOMINATIONS

2.1 All team nominations must be registered with the Event Convener by [Insert Time and Date], accompanied by a NON- REFUNDABLE nomination fee of:

- 2.1.1 Open Men **[Insert Nomination Fee]**
- 2.1.2 Open Women **[Insert Nomination Fee]**
- 2.1.3 U15 **[Insert Nomination Fee]**

2.2 Once a team has registered with the **[Insert Carnival Name]** there will be no refund of the nomination fee, regardless of whether the team decides to withdraw from the event or is unable to make the event for whatever reason/s.

2.3 Teams nominating U15 players must verify the players' age and have parent/guardian consent to play and that the Young Person has 90% attendance at school prior to the event.

2.4 U15 boys seeking selection to the QLD Representative U15 Murri Team must identify of Aboriginal and or Torres Strait Islander descent.

2.5 The number of Representative Players to be registered to play are to be pre-approved and at the discretion of the Event Organiser.

3 TIMEKEEPING

- 3.1 Each round of games will start and finish at the same time with a central time keeping facility.
- 3.2 Games are to start on time. Any team that has not taken the field five (5) minutes after the starting siren will be deemed to have forfeited the match. The opposition will be awarded the game with a score of **40 points to nil and maximum points (5)**. If the game is ceased and incomplete in the first half, the result will be considered a draw. If it is ceased and incomplete of the second half, the result at that point will stand.
- 3.3 In the event of a serious / significant / major injury / and or a player cannot be removed from the field of play due to this event, the restart and period of play will be determined by the Event Coordinator and or the Ground Manager.
- 3.4 Nine (9) is the minimum number of players allowed on the field for the game to proceed, if the on field team number drops to eight (8) (Sin Bin only) the game will be considered a forfeit and a result of **40 points to nil and maximum points (5)** will be applied.
- 3.5 Any team that forfeits two (2) matches will be disqualified.

4 GAME RULES

- 4.1 In the event of misconduct by a player the Referee shall, at his/her discretion, caution, temporarily suspend (sin bin), or dismiss the offender.
- 4.2 The game shall be won by the team who secures the greater number of match points that are available (5 in total), the details and structure are outlined below:

4.2.1	Win	3 points
4.2.2	Draw	1 ½ points
4.2.3	Most points first half	1 point
4.2.4	Most points second half	1 point
4.2.5	Drawn Half	½ point
4.2.6	Maximum of 5 points per game	

4.3 **DRAWN GAMES (Semifinal & Grand Final only)**

In the event of a drawn game at full-time of either a Semifinal or Grand Final, the following criteria will apply: -

- 4.3.1 A further five (5) minutes of extra time each way will be played.
- 4.3.2 A toss of the coin will be used to determine who shall restart the match.
- 4.3.3 The first scorer in extra time shall be declared the winner and the match will conclude.
- 4.3.4 Should scores still be equal following extra time, then the criteria, as below, will be used to determine the winner.

- 4.3.4.1 The team scoring the most tries will be declared the winner.
- 4.3.4.2 If tries are equal, the team scoring the first try will be declared the winner.
- 4.3.4.3 Where no tries are scored, the team scoring the first points will be declared the winner.
- 4.3.4.4 Where no points are scored, the team receiving the most penalties will win. Conversely, the team conceding the most penalties shall lose the match.
- 4.3.4.5 When penalties are even, the team receiving the first penalty will be declared the winner.

4.4 DISPUTES / PROTESTS

In the event of a dispute/protest, the following conditions apply:

- 4.4.1 All protests must be lodged in writing within twenty (20) minutes of the completion of the game in question.
- 4.4.2 All protests must be submitted with a fee of \$500 which will be refunded if the protest is successful.
- 4.4.3 If the protest is unsuccessful, the \$500 is forfeited to the organising committee.
- 4.4.4 The protest will be heard by a tribunal panel made up of an official member from each team and two (2) event committee members.
- 4.4.5 A representative of the protesting team will present their case.
- 4.4.6 A decision will be reached within 20 minutes of the conclusion of the hearing.

4.5 TEAM RULES

- 4.5.1 Each team will consist of a maximum number of **twenty-five (25)** players and five (5) team officials.
- 4.5.2 **Option-** *Teams seeking the option of registering 30 players will be required to formally request an approval from the Event Organiser prior to the closing of team registration. If approved the registered team list of 30 players will be featured on their squad sheet yet only 25 will be allowed to play in any one game.*
- 4.5.3 All participating teams must complete their team sheets with the names of the players and their signatures prior to taking the field for each competition game of **[Insert Carnival Name]**. Names and playing number of players will remain the same for the entire Carnival.
- 4.5.4 Players cannot be added at any time after the team registration form is submitted including due to a late withdrawal for to injury or incident or suspension.

- 4.5.5 Any player who signs the official team registration form **[ICO4 B]** cannot play for another team, and can be considered to be in breach of the rules if he / she are found to have done so. This may cause the teams to be suspended from **[Insert Carnival Name]**.
- 4.5.6 The official Team Registration Sheet must be completed and lodged by the team official / manager twenty (20) minutes prior to their first game of the competition.

4.6 TEAM MAKE-UP AND REPLACEMENTS

- 4.6.1 All twenty-five (25) players can be used in all matches, including preliminary rounds, Semi Finals and the Final.
- 4.6.2 All players must play at least one (1) preliminary game (and have entered the field of play) before they can play in any finals including Quarters, Semis and Grand Finals.
- 4.6.3 Any player under suspension during and including the dates of the carnival is not permitted to play. This includes any youth and senior players from all State and Territory affiliated competition as well as overseas competitions. These players are not to play for teams entered in **[Insert Carnival Name]** under any circumstances. If proven that a player has played under suspension the team may be suspended from **[Insert Carnival Name]**.
- 4.6.4 Players registering and playing in the Murri Carnival and or the Koori Knockout/Carnival must understand how any suspension period they carry in or out of the event contributes and effects their eligibility to play League within the carnivals and their registered club games. The weighting will consist of 100 points of their existing penalty will be subtracted per day of competition regardless of the quantity of games registered on that day. Please note it will be a maximum total of 200 points per carnival. This is a directive approved by the Indigenous Advisory Committee and endorsed by the QRL Board.
- 4.6.5 Players can serve out their suspension (without being physically present) by being a registered to player in the game/s they wish for this to occur. E.g. of 25 players registered to play in the game only 24 can take the field – the 25th is to be the suspended player.
- 4.6.6 The event organizers will not be held responsible or liable for any loss of contract money due to injury; suspension or any other incident incurred by players from all State and Territory affiliated competitions as well as overseas competitions.

4.7 THE GAME

- 4.7.1 Accredited and Registered QRL referees will be appointed by the QRL and will control all games during the event. Accredited and Registered Touch Judges are preferred but not mandatory.

- 4.7.2 The Official Team Match sheets that are used for all games must be completed by all teams and lodged at the Official Table ten (10) minutes prior to the starting time of their respective matches throughout the carnival.
- 4.7.3 All teams are to ensure that their team coach, team manager, team official, qualified trainers and substitute players are the only ones permitted on the substitute bench whilst their team is playing.
- 4.7.4 All teams are to ensure that their supporters remain outside the Official Playing Area of the ground at all times (this includes the area set aside for the substitute bench).
- 4.7.5 All teams are to ensure that only the team official and the listed substitute players be the persons permitted to approach the Interchange Official when making a substitution.
- 4.7.6 *All teams are to ensure that one (1) registered team official be present at the Official Table whilst their team is playing a match and the other registered team official is present on the substitute bench to assist with the policing of the interchange of substitutions.*

4.8 MATCH DURATION – OPEN MEN’S & UNDER 15 COMPETITION

- 4.8.1 The preliminary rounds will consist of two (2) x Twenty (20) minute halves; with a one (1) minute break at half time. **There will be no time off for injury.**
- 4.8.2 The Semi-Finals will consist of two (2) x twenty-five (25) minute halves; with a five (5) minute break at half time. **There will be no time off for injury.**
- 4.8.3 The Grand Final will consist of two (2) x Thirty (30) minute halves; with a five (5) minute break at half time. **Time off for injury will be allowed throughout the entire game.**
- 4.8.4 Game durations may vary for Regional Indigenous Carnivals and will be at the discretion of Event Organisers.

4.9 MATCH DURATION – WOMEN’S COMPETITION

- 4.9.1 All games including finals will consist of two (2) x Twenty (20) minute halves; with a one (1) minute break at half time. **There will be no time off for injury except in the Grand Final.**
- 4.9.2 Game durations may vary for Regional Indigenous Carnivals and will be at the discretion of Event Organisers.

4.10 SIN BIN / JUDICIARY

- 4.10.1 There will be a designated area for sin binned players.
- 4.10.2 Sin Bin *Preliminary Rounds - 5 minutes* *Finals - 10 minutes*

- 4.10.3 Players sent off will take no further part in the carnival unless exonerated by the Judiciary Tribunal.
- 4.10.4 Any player sent off will also face a Judiciary which will be held 20 minutes after the conclusion of the game in which the offence took place.
- 4.10.5 If required, a Judiciary will be made up of both team managers and a member of the Event Committee.

4.11 INTERCHANGE

- 4.11.1 There will be unlimited interchange for the duration of the carnival.
- 4.11.2 All interchange player/s must remain with the interchange official on the sideline until cleared to enter the playing field. This will only happen when the interchange referee is satisfied that the interchanged player/s have left the playing field.
- 4.11.3 Teams are permitted to substitute no more than four (4) interchange players at any one time.

4.12 TRAINERS / WATER RUNNER / LEAGUESAFE ON-FIELD POLICY

- 4.12.1 All official personnel must be over the age of (14) years. Official personnel who enter the field of play must possess an NRL League Safe Certificate of Attendance or an Accredited First Aid Officer (FAO) / Trainers' Statement of Attainment and an NRL ID Number.
- 4.12.2 NRL League Safe Trainers are permitted in the field of play only when their team is in attack and therefore must be positioned no less than 10 metres behind the advantage line, they are not to be located in the field of play when their team is in defense unless a significant injury occurs and or the referee calls for assistance.
- 4.12.3 **Accredited NRL Leaguesafe - YELLOW SHIRT** - The words NRL LEAGUESAFE must be clearly printed on the shirt and not hand written
Access to the field of play under the following conditions: when his / her team is in possession/attack and or when a try has been scored - during a time out called by the referee for an injury and during technical stoppages in play excluding scrums. On-field personnel are not allowed on the field of play after the referee has ordered a scrum and until the ball has emerged and their team is in possession, personal must enter and leave the field of play from the on-side position.

Duties are and include the following- administer water and to assist in the interchange process and to convey messages. NOTE: Messages must not be given to the team whilst play is in progress.

If an Accredited NRL First Aid Officer (FAO) / TRAINER is attending a player, the Leaguesafe on-field person may assist an injured player only under the guidelines of Leaguesafe Training. The Leaguesafe person must report all incidents to the Accredited NRL FAO/ Trainer.

Accredited NRL FAO 1 – BLUE SHIRT with the minimal qualifications of NRL FAO 1

Unlimited access to attend an injured player and to administer water, but must not carry, convey or deliver messages.

Duties are to assist by observing and monitoring players who have been removed from the field of play through injury. To assist the injured player on and off the field of play at the game and to assist an injured player off the field in the absence of a Head Trainer or when more than one Accredited NRL FAO / TRAINER is required.

Accredited NRL Head Trainer – ORANGE SHIRT with the minimal qualification of NRL Trainer – Level 2

The Head Trainer is and will be the most senior person within the NRL FAO / Trainer Team and has unlimited access to an injured player. The Accredited NRL Head Trainer will decide on the final decision on a player's welfare in the absence of a medical professional and or Team Doctor. The Coaching Team, players and Administrators must comply with decision given by the NRL Head Trainer.

- 4.12.4 All injuries / illnesses and assessments must be recorded in the NRL Injury Report Booklet.
- 4.12.5 The Accredited NRL First Aid Officer / Trainer shall at all times, whilst a game is in progress, be in a position to respond quickly should an injury / illness occur.
- 4.12.6 The Accredited NRL First Aid Officer / Trainer shall have the final say on whether a player should continue in the game and when to resume playing in the game. If a doctor is in attendance at the game venue, he / she shall make this decision. Serious injuries requiring a Medical Clearance prior to training / playing must be presented to the NRL Club FAO / Trainer.
- 4.12.7 An Accredited NRL First Aid Officer / Trainer shall be attached to each Junior and Senior team. It is preferred that at least (2) two be available.
- 4.12.8 If the above personnel are not in attendance, the game/s shall not commence under any circumstances until such persons are available.
- 4.12.9 Regional Indigenous Carnivals that do not have access to Level 1 or 2 Trainers must have an individual present of equivalent or greater accreditation present and active in the event i.e. Registered Nurse, Paramedic, Doctor etc.

5 INSURANCE

- 5.1 All players registered to a QRL club in the current year will be covered under the existing Arthur J Gallagher Insurance Policy.
- 5.2 All remaining players are covered under a separate insurance policy that is to be taken out by the Event Organisers
- 5.3 Any player over the age of 40 requires a Doctors Medical certificate stating that they are fit to play full contact Rugby League.