

RUGBY LEAGUE TOWNSVILLE & DISTRICT



LOCAL RULES & BY LAWS

JUNIORS: PART 1

SENIORS: PART 2

2024

FORWARD

The Rugby League Townsville & District shall adopt and abide by the Rules and Constitution set down by the Queensland Rugby League in conjunction with the following local rules and by-laws.

The Rugby League Townsville & District local rules and by-laws shall be amended and updated on a yearly basis.

The Rugby League Townsville & District may amend the rules enclosed at their discretion throughout the season.

RLTD VISION STATEMENT

Mission Statement Rugby League Townsville and District (RLTD) shall embrace 'one league' by providing quality facilities and service, guaranteeing value for money. Attract new members, nurture club, player, coaching and volunteer development whilst applying strict financial accountability measures. Embrace the NRL Core Values of: We are Inclusive; We are Positive; We are United; and We are Disciplined. Vision Rugby League Townsville and District (RLTD), shall promote, develop, and grow the game of Rugby League. Increase our female participation and the overall RLTD participation of our junior and senior cohort.

Rugby League Townsville & District Board of Delegates.

Each board member will have a portfolio:

Competitions

Finance Audit & Risk Management

Governance & Compliance

Game Development & Stakeholders

CORRESPONDENCE

All correspondence, including emails, shall be directed through the RLTD Operations Manager to admin@rltd.com.au

MEETINGS

The Rugby League Townsville & District's Annual General Meeting shall be held prior to the Annual General Meeting of the Northern Division in November of each year at League Headquarters.

Clubs must provide the following to be affiliated with RLTD.

- a) Held a properly constituted annual general meeting.
- b) Presented a copy of the minutes of their annual general meeting.
- c) Supplied the local league an original and a copy of their annual report, financial statements, profit, and loss statements with an auditor's management letter attached.
- d) Submit a Queensland Rugby League C1 affiliation application online.
- e) Submit a signed Clearance Declaration by the outgoing parties.

- f) Paid an affiliation fee if deemed by the League.
- g) Paid in full any monies owing prior to the Annual General Meeting.
- h) Any clubs owing monies to the League or to any Club for any reason, will not be eligible to vote at the AGM or any meetings until such debts are paid in full.
- i) Any clubs who have not submitted the required QRL Documents will not be eligible to vote at the AGM or any meeting until such documentation has been submitted.
- j) Clubs CANNOT hold their AGM without the full Audit Report/Financials presented.

RESIGNATION OF CLUB EXECUTIVE

The League Secretary and QRL must be advised in writing within seven (7) days of the resignation of any of the affiliated Club's Executive (Chairman, Secretary, or Treasurer)

In the case of a Club Executive member resigning, a stand in Executive Member shall be appointed within seven (7) days, who shall act in the position until a special general meeting is called. Such meeting shall be called within fourteen (14) days, when the new Executive member shall be appointed.

DIRECTIVES

- ❖ Clubs failing to obey a directive, or breach any of the above rules of the Rugby League Townsville & District and/or the rules of the Queensland Rugby League will be sanctioned as determined by the RLTD via the appropriate Committee.
- ❖ Club officials, players and members failing to obey a directive or the rules and Code of Conduct of the Rugby League Townsville & District and/or the rules of the Queensland Rugby League shall be required to show cause and may be required to attend a disciplinary tribunal.
- ❖ **The RLTD Board can at any time alter or make amendments to the rules if required.**

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PART 1:

JUNIORS

1. INSURANCE

- 1.1. Player must pay the compulsory insurance component upon registration. The amount depends on the age the player turns that year. Insurance expires 30th December each calendar year.

2. SEASON COMMENCEMENT

- 2.1. The Rugby League Townsville & District season will commence in March each year, depending on school commencement dates with Easter also being considered.
- 2.2. Grades will cover under 6 to under 18 inclusive as well as girls in ages 12, 14 16 & 18

3. FIELD MARSHALLS

- 3.1. Security Guards will be provided by the RLTD for the duration of the season at the RLTD Grounds only at 132 Kern Bros Drive.

4. GAME DAY SET UP

- 4.1. RLTD Groundsman will set up goal post pads on Friday. **Note** * Goal post pads may be left on, on a Friday night.
- 4.2. Teams playing last on Saturday/Sunday shall be responsible for removing the goal post pads and stacking them neatly in the pad room.
- 4.3. All teams shall provide their own markers where they are used to mark out fields.
- 4.4. Timing for games shall be central timing from the main office. There may be times where team will need to time keep their own game. This will be advised on game day. A time clock and bell will need to be collected from the main office.
- 4.5. Teams playing the last game/s of the day are responsible for taking off the Goal post pads and returning them to the equipment room (located between the male). Fines will be imposed for non-compliance.

5. PLAYER REGISTRATION FEES

- 5.1. Player registration fees are payable to the Rugby League Townsville & District will be in relation registered players on MySideline. Clubs will be issued one Invoice after June 30th and the fee per player will be as per rule 8.2.
- 5.2. Player registration shall be Under 6 & 7 = \$60.00, plus GST and Under 8 – 18 = \$75.00 plus GST
- 5.3. Clubs must email the RLTD Operations Manager for any player de-registrations by Round 3. The list must include the player NRL number and players full name legal name. **Player de-registrations will not be accepted from Round 4 onwards. Player de-registrations will not be accepted if the player has played one or more round games.**

6. REGISTRATION & CLEARANCES

- 6.1. All players must be fully registered through the approved online system MySideline, before being permitted to play in any game, trial games included.
- 6.2. A Clearance must be fully processed, and the player fully registered through the approved online system MySideline, before being permitted to play in any game.
- 6.3. A timeframe of ten (10) working days is allowed for a clearance to be either approved or denied.
- 6.4. A player will only be available to be selected on an online team sheet if they are fully registered.
- 6.5. All new players to a club **MUST** upload identification when registering, birth certificate or passport. Any brand-new player (never played before) **will not** have their pending registration approved until Identification is uploaded into the pending registration online. Pending registration can only be approved at League level.
- 6.6. Clubs must check all pending registrations to ensure the identification matches the record. If they do not match, they must notify Julie admin@rltd.com.au. Pending registrations that have been sitting with no ID uploaded; or the incorrect ID uploaded; for more than 2 months, will be declined.
- 6.7. Transferring of players between **local clubs** shall cease on the 30th of June each year.
- 6.8. Players recorded on the online team sheet must be fully dressed to take the field and available to participate in the game.
- 6.9. All team sheets must be recorded in the Mysideline system and must have all players, the Coach, Manager, LeagueSafe & First Aid officers recorded on the team sheet. Failure to have team staff fully listed will result in loss of points or fine determined by the RLTD.
- 6.10. In the case of a club having two (2) or more teams in international age groups, players are not permitted to play across teams in the same age group once the season proper commences. (Round 1) Unless that age group has tiers.
- 6.11. Players who play up a grade (to help out only) where there is more than one club team in a grade, shall only play for **one** team only. If the player plays up in the second team, then the second team shall lose points (in international age groups only)
- 6.12. Under 6 players are NOT permitted play up in under 7's or participate In the tackle ready program.
- 6.13. The Player Development Framework requires all under 7's to participate in the tackle ready program. Under 7's is NOT permitted to play up in under 8 tackle.
- 6.14. Under no circumstances shall any unregistered or suspended player take the field.

- 6.15. Players are not permitted to play up a grade permanently without an exemption form submitted through the players club to admin@rltd.com.au. It will be sent to the appropriate committee for a decision.
- a) QRL RULE4.1.3 – Age Eligibility *For the purpose of determining the eligibility of players to play in Junior and Senior grades in a Football Year, the age of the player as at first (1) of January of any given year, shall be the determining factor.*
- 6.16. Player registrations and clearance requests must be finalised by Friday 4pm. Those not finalised by Friday 4pm will not be permitted to play that weekend.
- 6.17. Teams shall automatically lose points and/or receive a penalty by way of a fine for the following:
- a) Playing an unregistered player.
- b) Playing a suspended player.
- c) Playing a player over the allowable capped numbers
- d) Playing a player from another team (unless that player is playing up a grade).
- e) Playing a player from another club (without being suitably transferred).
- f) Having more than the allowable number of players on the field during a game
- g) Swapping of jerseys between players during a game
- h) Turning jerseys inside out to participate in a game.
- i) Not abiding by the rules set down by the league.
- j) Players not playing in their designated club colours and displaying the current QRL Logo (unless prior approval has been obtained from the League).
- k) Players playing in a younger grade. [unless exempted under the 18-month rule]
- l) Where there are two (2) or more teams in one grade within a club that are not levelled to the satisfaction of the league.
- 6.18. Loss of points shall only apply to affected games and clubs, shall be notified in writing with a Breach Notification.
- 6.19. For any breaches of the any of above the following shall apply:
- a) First offence loss of two (2) competition points.
- b) Second offence loss of two (2) competition points and a fine determined by RLTD.
- c) Third offence loss of two (2) competition points for all international teams in the club concerned.
- d) Non-competitive age groups will be sanctioned by the RLTD by way of a fine.

7. 18 MONTH RULE

7.1. Players within Rugby League Townsville & District wanting to be considered for the 18-month registration window must;

- a) Complete the RLTD 18 Month registration form, signed by the club coach chairman and parent. Return via email to admin@rltd.com.au
- b) Must be submitted by the Wednesdays 4pm prior to game day.
- c) Forms will be processed Wednesday evening by a Competitions panel.
- d) Clubs will be notified of the outcome Thursday Morning.
- e) Any forms not received by Wednesday 4pm will be processed in the following week and the player is not permitted to take the field. Late nomination forms will NOT be accepted.
- f) Must be born in the second half of the calendar year e.g. (1st July-31st December)
- g) Must not have long playing history and be relatively new to the game.
- h) Differences in physical, mental, or emotional maturity relative to remainder of calendar group
- i) Feeling overly challenged in their calendar age group.
- j) Unavailability of the applicant's calendar group
- k) Not have any representative playing history.
- l) Must fit into the 85th Percentile guidelines.
- m) Not be considered for representative teams outside their 'true' age group.
- n) Forfeit their right to play in the players 'true' age group.
- o) A maximum of three [3] players per age group will be allowed in international age groups.
- p) Additional provisions may be provided in extenuating circumstances (including but not limited to medical reasons)

7.2. Ongoing review of the players performance should exemption be granted. This may include directing the player to participate in their most age-appropriate age group at any stage.

7.3. Following approval from the competitions committee; an email will be distributed weekly collating all 18-month approvals and denials. Clubs will have 7 days from receiving the weekly email to appeal any 18-month Exemptions listed. Appeals are to be lodged via email to admin@rltd.com.au.

7.4. Females turning 13 years are unable to apply under the policy to play in mixed gender competitions as per the QRL mixed gender policy

- 7.5. Clubs cannot under any circumstances utilise this exemption to allocate players to the lower age group for the purpose of allowing additional players to clubs.

8. TEAM STAFF REGISTRATIONS

8.1. Coaches are required to:

- a) Have completed the appropriate NRL accredited coaching course and have up to date accreditation. The course must match the age group you are coaching.
- b) Have obtained and display a Positive notice Blue Card.
- c) Have registered online with their Club.
- d) Must keep their accreditation UpToDate.

8.2. Managers are required to:

- a) Have obtained and display a Positive notice Blue Card.
- b) Have registered online with their Club.

8.3. First Aid Officers are required to:

- a) Have completed a Queensland Rugby League first aid course and hold a current accreditation.
- b) Have obtained and display a Positive notice Blue Card.
- c) Have registered online with their Club.

8.4. League Safe Officers are required to:

- a) Have completed an online league safe course and hold a current accreditation.
- b) Have obtained and display a Positive notice Blue Card.
- c) Have registered online with their Club

- 8.5. Failure to comply with any of the above may result in any or all of the following: loss competition points; fine; breach notice serve.

9. CAPPING

9.1. Clubs are to ensure that all teams are capped as per the following criteria:

- a) Under 6 (Tag) = Maximum 10 players (6 on field)
- b) Under 7 (Tag) = Maximum 10 players (6 on field)
- c) Under 8 and under 9 = Maximum 12 players (8 on field)
- d) Under 10 and under 11 = Maximum 15 players (11 on field)
- e) Under 12 and under 13 = Maximum 20 players (13 on field, maximum 19 per game)

- f) Under 14 and under 15 = Maximum 22 players (13 on field, maximum 19 per game)
 - g) Under 16 = Maximum 25 players (13 on field, maximum 19 per game)
 - h) Under 18 = Maximum 25 players (13 on field, maximum 19 per game)
- 9.2. Exemption will be given for single town clubs in regard to the capped numbers however;
- a) Can only bring the allowable number as per above on game day.
 - b) Exemptions to the cap can be submitted on the Capping Exemption form and emailed to admin@rtd.com.au and will be at the discretion of the Competitions Committee, their decision shall be final.

10. TIMING & FIELD SIZE

- 10.1. Games shall be timed by central timing from the office. (With the exemption of the mini fields who shall self- time their games) in some instances, teams may need to time keep their own games. Those teams will be notified on game day.
- 10.2. Play periods and Field Size will be as follows: -
- a) Under 6 = 4 x 10 minutes, 3-minute breaks (on a field 40 metres x 20 meters) maximum of 6 players on the field.
 - b) Under 7 = 4 x 10 minutes, 3-minute breaks (on a field 40 metres x 20 meters) maximum of 6 players on the field.
 - c) Under 8 = 4 x 10 minutes, 3-minute breaks (on a field 68 metres x 30 meters) maximum of 8 players on the field.
 - d) Under 9 = 4 x 10 minutes, 3-minute breaks (on a field 68 metres x 30 meters) maximum of 8 players on the field.
 - e) Under 10 & 11 = 2 x 20 minutes, 5-minute break (on a field 80 metres x 48 meters) maximum of 11 players on the field.
 - f) Under 12 = 2 x 20 minutes, 5-minute break (on a field 100 metres x 68 meters) maximum of 13 players on the field.
 - g) Under 13 to 18 = 2 x 30-minute halves, 5-minute break (on a field 100 metres x 68 meters) maximum of 13 players on the field.
 - h) Teams will be advised to take the field prior to the siren sounding, once the siren has sounded then game time will commence
 - i) Mercy Rule of 50 points: Games with a difference of 50 points; The team being beaten shall tap off from halfway to provide them with good field position.
 - j) No time off will be allowed except for the following circumstances: -
 - k) During the general season for international grades only, if more than 30 minutes is lost due to waiting for an ambulance to arrive, it will be

at the discretion of the ground manager to decide if time can continue.
This will be dependent upon field space and other game times.

11. TRANSFERRING OF PLAYERS

- 11.1. A timeframe of ten (10) working days is allowed for a clearance/permit to be either approved or denied.
- 11.2. If 10 days have passed and the player is still not cleared in the first instance the “receiving club” should email the “leaving” club asking for a reason why the clearances has not been processed.
- 11.3. If after 14 days there is no further movement, the receiving club may request in writing to admin@rltd.com.au for the clearance to be reviewed.
- 11.4. As per **QRL Rules 4.1.7** in any Football Year, a Club shall not register more than five (5) junior players in any one junior age group who in the preceding football year were registered with another club affiliated with the QRL. Of these five (5) junior players, no more than two (2) shall be from anyone, (1) Junior Rugby League Football Club. The following exemption may be considered:
 - a) The player’s previous club is no longer affiliated with the Rugby League Townsville & District.
 - b) The player’s previous club does not field a team or has too many players in a particular grade. (Evidence will be required from the previous club)
 - c) The player’s residential address changes by a substantial distance (proof will be required).
 - d) The club can release more than 2 players to any one club, at their discretion.
 - e) RLTD may on merit exempt the transfer of full teams from one club to another where a club has more than two teams in one grade.
- 11.5. For players aged 16 -18, a Junior Representative player as defined in these rules is a player who has played in a QRL performance program delivered by a State-Wide Competitions Club or equivalent. These players shall not be eligible to apply for a transfer of registration in the Football season following the participation as a Junior Representative player.

12. FLOATING PLAYERS

- 12.1. Clubs that have two (2) or more teams in one grade, which do not have enough players to form two teams in age groups of **U6 to U12 only** are permitted to have floating players. There is no limit to the number of floating players, however there is a limit of how many games floating players can play as listed below. Clubs must advise RLTD admin@rltd.com.au if they will be using floating players and in what age group.
- 12.2. Teams are to have equal number of players.
- 12.3. A Maximum of 5 floating players per any one game

- 12.4. Floating players can play a maximum of 3 games in each team per season (this gives the opportunity for all players to play in both teams).
- 12.5. Once all players have been rotated through the playing roster, the floating players may start again from the beginning.

13. NOMINATION OF TEAMS

- 13.1. Clubs shall be required to nominate teams for the upcoming season by the close of business on a nominated day and time each year and shall finalise their team nominations for the upcoming season, by the date nominated by the RLTD.
- 13.2. At the end of each Junior Rugby League season all defaulters are to be entered on MySideline by the clubs themselves. Clearances are not permitted if a player is as a defaulter. The Club must monitor payment and remove the 'Defaulter status' once the player becomes financial.
- 13.3. The "Defaulter" status must be removed by the club once the player has paid their debt and becomes financial.
- 13.4. Clubs with two or more teams in grades from Under 6 to Under 18 shall ensure all teams are equal in relation to skills and ability, including the tiered competition if clubs choose to have two teams in the same cup.
- 13.5. Clubs who have trials between the same age groups (in relation to rule 13.4) to determine equal teams, should use independent selectors and notify the League of the date, venue, time & date of the trials and advise who the selectors will be .

14. SCORING, ONLINE TEAM SHEETS

- 14.1. Team managers must enter their team online, along with all team staff on game day for all age groups from Under 6 to Under U18. If a member of the team staff is away, they must be replaced online with the person filling in. This person must also be registered online and accredited.
- 14.2. Scoring online is compulsory (for under 13 Upwards) Team managers are to sit together and decide who will score online (**only one person** can do this) both please check this is done correctly.
- 14.3. Any discrepancies in scores (i.e., not agreeing with the online score, or tries or kicks allocated to the incorrect player; players not listed on the team list; player allocated but not at the game) must be reported to the game day office immediately after the game. Both managers must appear so the issue can be resolved. Do not finalise the game.
- 14.4. Under no circumstances is a player or team staff permitted to take the field if they are
 - a) Not allocated to the team online; or

- b) Not registered; or
 - c) Not cleared fully.
- 14.5. Any team representative who breaches any of the above rules, the following will occur:
- 14.6. First offence loss of two (2) competition points.
- 14.7. Second offence loss of two (2) competition points and a fine determined by RLTD.
- 14.8. Third offence loss of two (2) competition points in ***all competition age groups for that club***; possible suspension for team staff and a fine determined by Rugby League Townsville & District.

15. CLOTHING

- 15.1. All players must play in designated club colours displaying the current QRL logo.
- 15.2. Permission must be obtained from the RLTD prior to teams taking the field in non-designated uniforms; the opposing team will be notified prior to the commencement of the game if permission is granted.
- 15.3. Clothing shall only be purchased from an approved Queensland Rugby League distributor. Contact your QRL representative for a list of approved suppliers.
- a) Compression Garments are allowed to be worn with the following conditions;
 - b) The garments do not extend below the elbow or knee.
 - c) They must be black or match the colour of the club uniform.
 - d) They do not have any markings other than the manufacturers name.
 - e) An exception letter has been obtained from the Northern Division Manager for medical reasons.

16. FOOTWEAR

- 16.1. All players shall wear footwear: -
- 16.2. Under 6 players are to wear closed in shoes (jogger/ football boots).
- 16.3. Under 7 to Under 12 (both inclusive) players to wear moulded sole shoes only.
- 16.4. Under 13 to Under 18 (both inclusive) screw in tags are permitted.

17. FOOTBALLS

- 17.1. Clubs are to supply footballs for all games.
- 17.2. Game footballs shall be Steeden (brand) displaying the QRL logo.
- 17.3. Games shall not commence until two (2) balls are available.

- 17.4. Each club shall provide one white Steeden game ball (1) football per game.

18. JERSEYS / INTERCHANGE

- 18.1. Only the capped number of players per age group (with a maximum of 19 players) shall be allowed to be named on a team sheet and take part in a game.
- 18.2. Swapping of jerseys between players is not permitted.
- 18.3. Clubs with one or more teams in the one grade are to ensure that uniforms are not similar when playing one another, to assist referees with team identification, referees may refuse to officiate where team uniforms are similar.
- 18.4. Under no circumstances are jerseys to be worn inside out.
- 18.5. All jerseys shall be clearly and suitably numbered.
- 18.6. Unlimited interchange shall be permitted in Under 13 to under 18 (both inclusive).
- 18.7. Under 6 teams can either wear T-shirts with current QRL and club logo on it or club jerseys.
- 18.8. Players in Under 6 and Under 7 are required to play a minimum of 10 minutes per game. (Game times may be broken)
- 18.9. Players in Under 9 to Under 11 are required to play a minimum of 20 minutes per game. Game times may be broken.
- 18.10. Players in Under 12 are required to play a minimum of 20 minutes per game. Game times may be broken
- 18.11. Vests –refer to NRL Guidelines

19. SIN BIN / SEND OFF / SD CARDS / HUDL

- 19.1. At RLTD Grounds - Players sent to the sin bin must report to the game day office and remain seated in the designated area. Time will not commence until the player is seated in the designated area. (It is advisable that the LeagueSafe escort the player to the sin bin area and provide a water bottle)
- 19.2. At club home games - Players sent to the sin bin must report the allocated area as advised by the home club. Time will not commence until the player is seated in the designated area. (It is advisable that the LeagueSafe escort the player to the sin bin area and provide a water bottle)
- 19.3. Players while in the sin bin who do not follow the direction of an Official or who swear, be abusive or disrespectful, will not be permitted to take any further part in the game and will be automatically suspended for a period of two club fixtures.
- 19.4. Anyone other than a team official is not permitted to talk to a player while in the sin bin.
- 19.5. Players who are 'Sent' from the field shall leave the playing area immediately (this includes the reserve bench)

- 19.6. Where a player is sent off/ or player is put on report the following shall occur:
- 19.7. Match Officials to submit On Field Reports via Cognito by 9am on the first business day following the match.
- 19.8. The RLTD Operations Manager will email a copy of the report to the club concerned.
- 19.9. All clubs to have the match footage and videos uploaded to HUDL by 12pm Monday.
- 19.10. For all home games, it is the club's responsibility to edit and cut the incident then upload to HUDL by **12noon** the Monday after gameday. The video must be named accordingly. i.e.: U15 player #12 send-off and club name.
- 19.11. Players sent from the field during a game will be required to enter a plea once the Northern Match Committee has graded the charge, the player's club will then receive notification in relation to the charge, grading, points loading and reduction in relation to an early plea.
- 19.12. Northern Region Admin will distribute a summary of all charges determined by the MRC to all clubs. Clubs are to notify players.
- 19.13. The club/player can accept or contest the charges by way of incognito form. Clubs to submit the plea form via Cognito (link supplied in email sent Tuesday) This must be submitted by Wednesday 5pm. If there is no reply, then it is assumed the player accepts the charge and grading.
- 19.14. If the player elects to appeal his/her charge/s this will be heard every Thursday via teams meeting with the Northern Leagues Judiciary Panel. The meeting link will be emailed to the player or club concerned.
 - a) Legal Representation is NOT permitted without prior written approval from the Chairman of the Northern Leagues Judiciary or Disciplinary Panel. This must request permission in writing for legal representation and is granted at the discretion of the Northern Leagues Chairman.
- 19.15. Video evidence may be used for support when defending a charge at a Judiciary or disciplinary tribunal.
- 19.16. Any notice of appeal by a guilty Person shall be accompanied by the following appeal fee; a) in the case of an appeal to the relevant Region - \$1000.00 b) in the case of an appeal to and Independent QRL Disputes Tribunal - \$2000.00 The Appeals Tribunal will determine whether the appeal fee stands in whole or in part in the event of the appeal being successful. No party who is subject to proceedings before a Judiciary/Disciplinary Tribunal shall be entitled to institute legal proceedings until such time as they have exhausted all avenues of appeal applicable under these Rules and the decision of the appellate body has been notified to all parties in writing.
- 19.17. For any clarification of rules please refer to Part 5 of QRL Rules.

20. CITINGS

- 20.1. Citing's must be reported to the RLTD Chairman verbally or via text message within 12 hours of the game being played. The complaint must be submitted officially by the club via email to admin@rltd.com by 5pm the Monday following the weekends game. Full details must be supplied; the date of game; the Incident that occurred; the jersey number and name of the player being cited; the club they are from. A video of the incident MUST be unloaded to HUDL for the Chairman to view. If the RLTD Chairman deems so, the incident will be referred to the Match Review Committee. Video evidence must be supplied and uploaded to HUDL. If no video clip is uploaded, then it will not be passed onto the MRC. Phone footage is acceptable on the provision that it is clear and viewable.
- 20.2. All Match Review Committee decisions shall be based on one of the following: -
 - a) a written complaint received by the Match Review Committee from the Chairperson of the local league relating to an alleged incident and also any such further evidence (e.g., video evidence of the incident) as determined by the Match Review Committee; or
 - b) a written complaint received by the Match Review Committee from the Chairperson of an affected player's Club which is supported by video evidence (noting that this may include a fee prescribed in Local League Rules or published by the Local League from time to time.
- 20.3. Failure by the match review committee to charge the cited player/person, will result in a fine to the club in the amount of \$200.00 payable to the RLTD within.
- 20.4. Procedures for match Review Committees as per QRL Rules 5.2.1

21. RECORDING OF GAMES

- 21.1. All international Game MUST be recorded. Failure to video games will result in a breach notice and or fine as listed below.
- 21.2. Automatic video cameras will be supplied by the RLTD at the RLTD grounds only on fields 1 2 & 3. (In the event of the automatic cameras not working at the RLTD grounds at any given time, clubs will be required to video their own games. Clubs will be notified, and cameras will be supplied by the RLTD)
- 21.3. It is the responsibility of the club hosting home games to ensure that all international grades are videoed on a Video Camera (Phone footage is not an acceptable way of videoing games)
- 21.4. Clubs/teams/individuals must not upload clips or footage to YouTube unless they have the permission from the opposition club. Permission must be obtained in writing from the opposition club secretary by the way of email and must include the Operations Manager email admin@rltd.com.au Failure to seek permission will result in a breach notice and or fine.

- 21.5. Clubs failing to supply video footage for a send-off or citing, or for any matter as requested by RLTD for the Match review Committee will have a fine of **\$1000.00** imposed on them. If there are any mitigating circumstances, clubs are to notify the RLTD Operations Manager prior to commencement of games, as well as supply all supporting documentation to the League to admin@rltd.com.au.
- 21.6. Any second or further offences to rule 21.5 will incur a \$1000 fine and loss of competition points
- 21.7. Clubs must have someone responsible videoing. The play should be followed at a reasonable zoom rate and the camera operator is NOT to Zoom in for any incidents/fights etc. Footage must be of reasonable quality and a tripod must be used.
- 21.8. The total game must be videoed. There is to be no stopping or restarting of the video camera (other than long stoppages where there is time off for injuries only) nor must the video be edited in any way.
- 21.9. Failure to upload video/clip to HUDL for Match Review purposes by the Monday 12pm or when requested by RLTD or QRL may result in a breach notice and or fine.
- a) Flat batteries are no excuse.
 - b) Camera stopped is no excuse.
 - c) Editing games is not permitted.
 - d) Poor video footage.
 - e) Failure to supply a video when requested will result in a breach notice.
 - f) Mobile phone footage is not acceptable

A fine of **\$1000.00** will be imposed for any breach of the above (a- f) rules.

22. COMPLAINTS

- 22.1. All complaints submitted to Rugby League Townsville & District can only be made by a Club Executive be via email. such complaints must be received within 48 hours of the incident occurring, clubs then have a further 24 hours to provide the league with video evidence and or witness statements.
- 22.2. Spectators who have complaints must be directed throughout the spectator's club and the club can submit the complaint if they see fit.
- 22.3. Any major incidents must be reported to the game day office immediately.
- 22.4. Anyone found to have provided wrongful verbal or written statements may be charged with vilification and will face a disciplinary tribunal.
- 22.5. Complaints can be lodge through PEP (Positive Environment Program)

23. POINTS / POSITIONS

23.1. Competition points will be awarded as follows: -

- a) Win = 2 points
- b) Bye = 2 points
- c) Draw = 1 points
- d) Loss = 0 points
- e) Forfeit / disqualification = 0 points
- f) Washout (incremental weather) 1 points each (including the team on the Bye in full round washouts)
- g) Disqualification of a game = 0 points or as determined by the RLTD

23.2. Position on the table will be determined by:

- a) First team with the highest competition points. In the event that teams are on the same points, then points for and against will determine the top position.
- b) Second team with the second highest competition points. In the event that teams are on the same points, then points for and against will determine second position.
- c) Third team with the third highest competition points. In the event that teams are on the same points, then points for and against will determine third position.
- d) Fourth team with the fourth highest competition points. In the event that teams are on the same points, then points for and against will determine fourth position. (there will be no mid-week play off)
- e) If competition points and point difference are the same in any positions, then a count back of games played between the teams concerned during the rounds will determine the position.
- f) There may be two (2) or more group finals if there are more than 12 teams in a competition age group.

24. FINALS SERIES FORMAT

Week 1

Major Semi

Team finishing first versus team finishing second; winner progresses to grand final, losing team to play winner of the minor semi-final.

Minor Semi:

Team finishing third versus team finishing fourth; winner to play loser of the major semi-final; loser is eliminated.

Week 2 Preliminary Final:

Loser of major semi versus winner of minor semi; winner proceeds to grand final; loser is eliminated.

Week 3

Grand Final:

Winner of preliminary final versus winner of major semi.

In the event of a tied game at full time then a period of extra time shall follow, and golden point rules will apply.

The commencement of extra time shall be determined by the toss of a coin as described under the Laws of the game.

If no point or points have been scored after 5 minutes, the referee shall cease play and teams will change ends. The team that did not kick-off to commence extra time will kick off to start the second period of play.

Play shall then continue on an unlimited time basis until either side scores a point at which time the referee will call time.

Time off in Final Series - There will be no time off for injury, with the following exceptions.

- a) Once an ambulance has been called
- b) If the referee signals time off within the last five (5) minutes of any international game (U13 to U18) It shall be at the discretion of the timekeeper whether to stop the time clock. This will only be if the game is in the balance.
- c) There is only time off in the **Grand Final only**, if the referee signals.

24.1. No player shall be eligible to take part in the finals unless they have previously met the following criteria:

- a. Under 13 to under 18 inclusive – have played six (6) games for that team during the season.
- b. players playing up a grade are required to play three [3] games for that team in the higher grade in the current season. Any player playing up a grade permanently is not permitted to play finals in their true age group. i.e.: If the age group they are playing in is eliminated from the finals, that player cannot go back and play in the lower grade final, regardless of how many games they have played.
- c. Player exemptions/eligibility for finals must be submitted and finalised two (2) weeks prior to semi-final. (For those players who have not played the allocated number of games see rule 24.1(a) email to be send to admin@rtd.com.au with the players name and reason.

- d. Players may request exemptions in writing in the case of injuries where doctor's certificates have prevented them from playing (doctors' certificates to be attached to the request), it will then be up to the discretion of the Competitions Committee to grant such exemptions. Email to admin@tdrl.com.au
 - e. Players participating in higher levels of league e.g., Blackhawks preventing them from playing for their club may be eligible to play in finals providing they have played 3 games for their club in the relevant grade.
- 24.2. The RLTD reserves the right to disqualify teams from participating in the finals if invoices are overdue.
- 24.3. Any team forfeiting in any match of the final series, will forfeit their position in the finals. The next highest ranked team will take their place.

25. CLUB CHAMPIONSHIPS

- 25.1. Clubs must field a minimum of four [under 13 to under 17] to be eligible for the club championships.
- 25.2. Club championships shall be determined by the total aggregate competition points for an individual club and divided by the number of teams the club has. The club with the highest points is deemed club champions.

26. CARNIVALS

- 26.1. Club's hosting carnivals must complete an online permission host form
- 26.2. All teams participating in Carnivals regardless of the location (both local and clubs out of the district) must complete a permission to participate form.
- 26.3. All team staff must be fully registered and have current accreditation.
- 26.4. All players must be fully registered in the current season.
- 26.5. Clubs taking player from another team, must complete an online permit for the duration of the carnival. Players cannot take part unless this step is finalised.
- 26.6. Clubs can only take players from another team if that team is not participating in the carnival.
- 26.7. Hosting carnivals – Must supply QRL with a list of participating teams in the carnival 2 weeks prior.

27. HOME GAMES

- 27.1. The RLTD will do its best to ensure all clubs receive the appropriate amount of home games.
- 27.2. Club's hosting home games and wishing to change game times must:
- a) Arrange the changes prior to the **Tuesday** preceding the weekends fixtures.
 - b) Seek agreement from the visiting club and Referees Association (both must agree)

- c) Seek approval from the RLTD to proceed with change of the game times.
 - d) Must notify email admin@qrl.com.au with game changes via email so changes can be made online.
 - e) If sanctioned by the league, it will be the responsibility of the Hosting club to advise all stakeholders of all changes. Failure to do so may see clubs being issued with a breach notice and fine.
- 27.3. Clubs Conducting home games may at times, be responsible for providing touch judges for games from under 13 to under 17 inclusive only if the Referee Association cannot supply them. Adequate notice should be given by the Referees Association. Teams playing will be required to provide one each. Volunteer Touch Judges must wear closed in shoes and must be over the age of 13.
- 27.4. Player's benches must be on the same side of the field and are to be cordoned off. No one other than players and coaching staff taking part in the game are allowed within the vicinity of the players bench area.
- 27.5. Only team staff are permitted on the field at half time. Parents/Carers etc are NOT permitted on the field at half time.
- 27.6. Clubs conducting home games shall nominate a Ground Manager per field and advise the RLTD Operations Manager and visiting clubs with a contact name and number prior to the day of the fixture/s. Ground Managers are to wear the ground manager vest provided.
- 27.7. In the case of a home game being cancelled due to inclement weather or any other reason beyond the club's control, the RLTD will determine if the game can / should be rescheduled.
- a) If yes - the RLTD will nominate a date and times for the game to be played.
 - b) If no - cancel the game and award a draw with shared points. The leagues decision shall be final.
- 27.8. If a full round is cancelled, clubs with the bye shall receive 1 point also.
- 27.9. It is the responsibility of clubs conducting home games to advise the League of any send off's, misconduct, or bad behaviour immediately which shall include the following information, offenders name, club, position, address, and age group to admin@rltd.com.au
- 27.10. In the case of issues between the hosting and visiting clubs where issues can be resolved with an agreed outcome, the host club shall advise the league of such outcome.
- 27.11. The League may take further action if outcomes are unacceptable, or notification is not received within 3 days.
- 27.12. The Ground Manager duties shall be; to ensure that all rules of the Rugby League Townsville & District and Queensland Rugby League are followed throughout the day, investigate any complaints or queries, and provide the RLTD immediately with details of any incidents, or misconduct.

- 27.13. All match officials shall be registered with the Townsville and District Referees' Association.
- 27.14. All match official appointments shall be the responsibility of the Townsville and District Referees' Association.
- 27.15. The referee's association shall advise all clubs of match official appointments no later than 4.00pm Thursdays.
- 27.16. Host Clubs (juniors) who want junior teams to play "showcase" game during home game fixtures, must ask permission from the RLTD prior (as a matter of courtesy) Clubs are to advise what teams and age groups will be playing.

28. FORFEITS

- 28.1. Forfeiting club shall notify each of the below mentioned no later than 7:00 pm on the Thursday preceding the Friday/Saturday/Sunday fixtures (notification can be done verbally but must also be confirmed in writing via email) to the following:
- The opposing club
 - Referees chairman@tdrlra.com.au 0408 296 725
 - RLTD Operations Manager admin@rltd.com.au 0419 993 707
- 28.2. Hosting League/clubs are eligible to receive \$300 compensation (per travelling team) from visiting Clubs for loss of income due to forfeits. If a forfeit occurs in the last 5 Rounds of the competition, this amount **doubles** to a total of \$600 (per travelling team)
- Note: It is the responsibility of the host club to invoice the forfeiting club within 7 days of the scheduled round game in which the forfeit occurred. Penalised clubs must pay the invoice within 14 days. Clubs found not to have paid their forfeit invoice may be suspended until payment is received. Clubs must copy the RLTD Operations Manager into any correspondence in regard to invoices issued.
- 28.3. The following fees will apply in all age groups when a club travels to find the opposing team has forfeited: \$600.00 compensation to the travelling club.
- Note: It is the responsibility of the travelling club to invoice the host club within 7 days of the scheduled round game in which the forfeit occurred. Penalised clubs must pay the invoice within 14 days. Clubs found not to have paid their forfeit invoice may be suspended until payment is received. Clubs must copy the RLTD Operations Manager into any correspondence in regard to invoices issued.
- 28.4. In the case of forfeits the non-forfeiting team can submit a team sheet online for qualification purposes. Teams have one week to submit an online team list before the game is closed off.

29. GAME DAY

- 29.1. Teams shall sit together on the same bench during matches.
- 29.2. No one other than players and team officials (coach, manager, league safe officer or sports trainer) are permitted to be within the bench area at any time.
- 29.3. Each team participating in a match shall provide a scorer who shall sit together at the table, between the team's reserve bench or in an allocated position.
- 29.4. All international games [under 13 to under 18] are required to have sideline officials and shall not commence until sideline officials are present.
- 29.5. If sideline officials have not been appointed, then each club are to provide a sideline official before the game can commence, **Note*** touch line officials must have obtained the age of 13 and they must wear closed in shoes.
- 29.6. Players must report to the touch judge where applicable before entering the field of play when replacing another player.
- 29.7. Interchange shall not take place once a scrum has been indicated or during the forming of a scrum.
- 29.8. All persons entering the field of play to provide water or Sports First Aid must have attained the age of 14 years and completed an online NRL LeagueSafe course and be registered with the league. Enclosed shoes must be worn at all times when entering the field of play.
- 29.9. LeagueSafe; Sports trainers or any personnel who enter the field of play, are not permitted to stay on the field coaching from the behind; run up and down the sidelines or linger on field longer than is necessary. Those found doing so will be given one warning before being asked to leave the field for the remainder of the game.
- 29.10. All persons entering the field of play to provide a kicking tee must have attained the age of 10 years. Enclosed shoes must be worn at all times when entering the field of play.
- 29.11. Coaches, Managers, Parents, or spectators shall not enter the field of play under any circumstances while a game is in progress, at half time or full time.
- 29.12. Under no circumstances is anyone other than Sports Trainers, or League safe officers permitted to enter the field while players are on the field, however If the game has been stopped due to a serious injury, a coach, manager, or a parent may enter the field providing approval has been granted by the Ground Manager.
- 29.13. Players or team officials shall not approach a referee under any circumstances or direct derogatory or abusive remarks towards a referee, touch judge, player, club officials or spectators. Harsh penalties will apply.
- 29.14. Club Team officials and or club members shall always conduct themselves in a professional and courteous manner when entering the office or dealing with officials.

- 29.15. Clubs shall be accountable for their players, officials, members, and supporters. If a club does not act or assist the RLTD in taking action against bad behaviour by players, officials, members and supporters, the club concerned will receive a breach notice and fine as set out by the RLTD.

30. COACH / MANAGERS / SPORTS TRAINERS / LEAGUESAFE

- 30.1. Coaches must have completed the NRL online modules for the appropriate age group PRIOR to taking up Coaching duties. If they have not, then the coach will be directed to stop coaching immediately.
- 30.2. Coaches are required to complete the face-to-face component by 30th June. Failure to do so will result in their accreditation being null and void and they will need to repeat the whole coaching process from the start. They will not be permitted to continue coaching under any circumstances.
- 30.3. Sports Trainers (Level 1, level 2 & League First Aid) must have completed the appropriate NRL Sports trainers online course PRIOR to taking the field.
- 30.4. LeagueSafe must have completed the NRL online LeagueSafe course PRIOR to taking the field.
- 30.5. Coach; Manager; Sports Trainer, LeagueSafe shall have obtained a Volunteer Blue Card
- 30.6. Coach; Manager; Sports Trainers, LeagueSafe shall have registered online with their club via playrugbyleae.com
- 30.7. Coach; Manager; Sports Trainer, LeagueSafe who are not registered with their club as per the requirements by Trial 1 will not be able to take up their positions with the team.
- 30.8. It is the responsibility of the club to ensure that all team staff as listed above are:
- 30.9. Registered with their club under their correct name as per licence or Birth certificate.
- 30.10. All staff listed above are fully accredited for the role they are performing.
- 30.11. Coach; Manager; Sports Trainer, LeagueSafe team staff or any other person working with or caring for players prior to or during training, matches or while on tour are prohibited from partaking of alcohol or drugs, and have been found to have done so shall be banned from holding any position within the Townsville junior rugby league indefinitely.
- 30.12. All On field Staff shall wear closed in footwear while officiating.
- 30.13. Managers are preferred to wear closed in shoes.
- 30.14. Coach; Manager; Sports Trainer, LeagueSafe are to remain seated or standing beside their players' reserve bench adjacent the scorer's table.
- 30.15. Sports Trainers shall wear a designated fluorescent **Blue** (Level 1) or **Orange** (Level 2) **Green** (league First Aid) shirts displaying the current QRL Logo identifying them as sports trainers.

- 30.16. If the league receives complaints from game stakeholders e.g. (referees, parents, field marshals etc.) in relation to Coach; Manager; Sports Trainer, LeagueSafe behaviour the league shall request the coach may be referred to the Northern Disciplinary Review Committee.
- 30.17. Coach; Manager; Sports Trainer, LeagueSafe shall not approach or talk to a match official in relation to their performance at any time.
- 30.18. Coach; Manager; Sports Trainer, LeagueSafe are to ensure that parents, spectators, or anyone not participating in the game do not sit on the player's bench or stand within the immediate area.
- 30.19. Coach; Manager; Sports Trainers, LeagueSafe will be recognised as club officials and are required to monitor and deal with bad behaviour of parents and spectators associated with their team / club.
- 30.20. Coach; Manager; Sports Trainer, LeagueSafe, who breach the rules of the Rugby League Townsville & District shall have issues sent to the Northern Disciplinary Tribunal.
- 30.21. It is the responsibility of **the Sports Trainer to call an Ambulance** if required and provide the following information:
- a) The name of the grounds and address – 132 Kern Brothers Drive Kirwan.
 - b) QAS know our gates, they have been given a mud map. Please advise of the gate number they should come to as per below:
 - c) Gate 1 services the mini fields field 3 and northern end field 2
 - d) Gate 2 services the northern of field 1
 - e) Gate 3 services the southern ends of field 1 and 2
 - f) The name age and condition of the player and any other relevant information required by the operator.
 - g) Key for the gate 3 can be collected from the ticket office at the southern end.
 - h) Key for all other gates can be collected from the game day office.
 - i) Please do not come to the office and ask the office to call an ambulance.
- 30.22. Coach; Manager; Sports Trainer, LeagueSafe, team staff member , carer or any other person working with or caring players prior and during training sessions, at games (home or away) or while on tour (carnivals, Rise) or while in care , are prohibited from partaking of alcohol or drugs, and have been found to have done so shall be banned from holding any position within Rugby League Townsville & District Inc.
- 30.23. Sports Trainers who are found running / walking up and down the sidelines during the course of a game will be given one (1) warning. If this continues, they may be asked to leave the grounds.

- 30.24. League First Aid, Level 1 & level 2 sports trainers are NOT to attend to players from the opposition team without approval or by request of opposition team Sport trainer in attendance; or at the request of the opposition team officials.
- 30.25. Coach; Manager; Sports Trainers, LeagueSafe who are not allocated or listed on team sheets, or who participate with a team and are not fully registered with their club will result in the team losing points and or fine.

31. SOCIAL MEDIA AND EMAIL PROTOCOL

- 31.1. Club officials, club members, referee officials & members, team staff, players, or members of the general public shall not comment or partake in media or any form of social media platform that is inappropriate, threatening, intimidating, or which brings, or is likely to bring the game of rugby league into disrepute. This includes uploading to any personal social medial platforms or any club social media platforms, incidents or fighting in any games or any fighting or incidents related to Rugby league. Social Media platforms include but are not limited to Facebook, Snapchat, Instagram, Twitter, or any other social media program that is brought to the attention of the RLTD.
- 31.2. Emails are a communication tool and users are advised to use this tool in a responsible, effective, and lawful manner although by its nature emails seems to be less formal than other communication, the same laws apply. It is important that users are aware of the legal risks of email.
- 31.3. If you send emails with any libellous, defamatory, offensive, racist, or obscene remarks you or your club will be held liable.
- 31.4. If you unlawfully forward personal, confidential information, you and your club will be liable.
- 31.5. Any of the above breach of the rules will result in Disciplinary Action being taken.

32. GATE ENTRY FEE

- 32.1. Gate fee is set by the RLTD. Clubs can only charge the same or less than the amount set by the RLTD. Clubs are to charge a gate entry fee where possible.

33. AGE ELIGIBILITY

- 33.1. A Junior player who will be turning the age of five (5) in the calendar year, in the current year of competition, that player may with the written consent his or her Parent or Primary Care Provider, register in any under six (6) age group competition.
- 33.2. A Junior Player is a player who has not attained the age of eighteen (18) years and is not otherwise entitled to register under these Rules as a Senior Player.

33.3. Any entitlement for a player who has attained the age of 17 years to register as a Senior Player is subject to the following consents unless they qualify for exemption via rule (c) below. Exemption must be obtained at the time of registration and prior to participating in a Senior Competition:

- a) A Junior player is only permitted to register in QRL sanctioned competitions (including Senior Competitions and trial matches) as a Senior Player once the following have been obtained;
- b) Confirmation by the Club that the Junior Player has fulfilled all commitments or is not required to fulfil prior commitments to their Junior Grade competitions.
- c) Written consent to the registration by the Coach, Regional Manager and Parents or Primary Care Provider.
- d) Where a junior player has attained the age of seventeen (17) years (prior to one (1) July), that player may with the consent of the Club and his or her Parent or Primary Care Provider, register and play in any Senior grade competition in that year notwithstanding there is no under eighteen (18) competition in that league.
- e) For the purpose of determining the eligibility of players to play in Junior and Senior grades in a Football Year, the age of the player as at first (1) of January of any given year, shall be the determining factor.
- f) Examples include;
 - a) A player that is turning fourteen (14) during any calendar year where there is a fifteen (15) group is eligible to play in any under fourteen (14) or under fifteen (15) Junior competitions but not sixteen (16) age group.
 - b) A player that is turning fourteen (14) during any calendar year where there is no under fifteen (15) age group is eligible to play in any under fourteen (14) age group competition.
 - c) A player that has turned fourteen (14) in the calendar year where there is no under fifteen (15) age group is eligible to play in any under sixteen (16) age group competition.
 - d) A player turning sixteen (16) during any calendar year is eligible to play in any under sixteen (16) or eighteen (18) Junior competitions providing there is no seventeen (17) age group.
 - e) For eligibility outside these guidelines' approval can be sought from the RLTD Competitions Committee and must be on the appropriate form.
 - f) Where a junior player plays Junior grade and Senior grade in a Football Year the player must fulfil the appropriate Junior and/or Senior grades finals qualifying Rules of the Region and/or the Local League to play in the finals.

33.4. Players in competitions offering participation across all junior age groups may be eligible to apply for an 18-month registration window following the prescribed process established by the Local League or Region.

- 33.5. Players who play up from Juniors (i.e., U17 players playing in any senior competition) must also sign on with the Senior Club by way of an online permit. Clubs who have one database do not require a permit. Junior players must play up within the same club unless their junior club does not have a senior club, then special permission may be given. These players must fulfil their duty to the Junior team prior to playing Senior football. Players will be required to apply for a 2-year dispensation which must be approved by the league prior to playing in the senior competition.
- 33.6. Players in competitions offering participation in every second age group (e.g., U/6, U/8, U/10, U/12) may be eligible to apply for a 15 Month Registration Window following the prescribed process established by the Local League or Region.

34. CONCUSSION

- 34.1. Suspected Concussion must be recorded either at the time of the incident or immediately after the game by logging into MySideline – Select Injury Cases – Click on the relevant Injury Report from the available list. Sports Trainers and team managers should all have access to MySideline manager for their respective teams.
- 34.2. A child or adolescent cannot RTS until after the 19th day after sustaining a concussion.
- 34.3. The NRL Community Head Injury/Concussion Medical Clearance form is the only form accepted as a medical clearance returning from concussion. A generic Doctors medical certificate will not be accepted.
- 34.4. The correct medical clearance form must be emailed to k.ritchie@qrl.com.au and to be submitted no later than Friday 4pm. Must be submitted via the club or head sports trainer.

35. TIERED COMPETITION

- 35.1 The aim of this format for the RLTD's international age group competitions, is to create more even competitions that include teams of similar levels; retain more players participating as they progress towards senior rugby league; and encourage players to continue to develop their individual and team skills within their club.

Under 13's, 14's, 15's and 16's

- a) 2 separate tiered competitions
- b) Cowboys Cup – more experienced and higher-level players
- c) Cowboys Cup - have 10 core players
- d) Blackhawks Cup – less experienced and developing players

35.3 Number of Teams

- a) It is recommended that a minimum of 12 teams needs to be entered in an age group to implement a tiered competition.
- b) Clubs can enter 2 teams in an age group. Clubs' nominating 2 teams in the same

“Cup” must both be of equal playing ability.

- c) Should there be enough players for a club to enter a third team, it is to be entered into the Blackhawks Cup and will only occur once all Townsville based clubs have at least 1 full squad of registered players, with the exception if that club previously had 3 teams in that particular age group in the previous year.

35.4 Determination of Teams in the Challenge and Development Cups

- a) Clubs will nominate if they will have 1 or 2 teams participating in the Cowboys and Blackhawks Cups at a pre- determined date before the trial games.
- b) Should there not be a minimum of 6 teams nominated in one of the tiers, the RLTD Game Development Committee will determine which teams will be included in the Cowboys and Blackhawks Cups, considering the previous year’s results, strength of the playing squad and experience of the coaching team
- c) If after round 5 there is an obvious discrepancy in the teams within each tier, the RLTD Game Development Committee can move teams between the two tiers.

35.5 Player Registrations

- a) Clubs are strongly encouraged to develop their players and attract new players to the game, so they aren’t reliant on international aged players moving from other clubs to complete their full squad
- b) Only once all Townsville based clubs have a full squad of registered players in the one or two teams they nominated before the trial games, will special allowance for further teams from a single club or larger squads be considered
- c) The RLTD Board will monitor and enforce QRL Rule 4.1.7, where in any season, a club cannot register more than five players in an age group, who in the preceding season were registered with another club affiliated with the QRL. Of these five players, no more than two can be from a single club.

35.6 Player Movements Between Challenge and Development Cup Teams

- a) Where clubs have a team in both the Cowboys and Blackhawks Cups, players are permitted to move freely between the two teams throughout the competition rounds of the season. However, the Cowboys Cup team will nominate a list of 10 core players that cannot move between Cups. This list of 10 core players must be handed to the League prior to the start of round 1.
- b) Should a club have two teams in the same tier, players are to be allocated to one team only and cannot move between the two teams
- c) Where clubs have a team in both the Challenge and Development Cups, to qualify to play in the finals of the Development Cup (tier 2) team, players need to have played a minimum of 5 games with the club’s Development Cup team by Round 10
- d) Where clubs have a team in both the Challenge and Development Cups, players from the club’s Development Cup (tier 2) team can play in the finals of the Challenge Cup (tier 1) team, regardless of how many games they’ve previously played in the Challenge Cup team throughout the season.

PART 2

SENIORS

1. REGISTRATION & CLEARANCES

- 1.1. All players must be fully registered through the approved online system MySideline before being permitted to play in any games, including trial games.
- 1.2. A timeframe of ten (10) working days is allowed for a clearance to be either approved or denied. If 10 days have passed and the player is still not cleared in the first instance you must email the club concerned asking for a reason. If there is still no response/satisfaction after the initial email, you can then contact the league requesting it to be looked at. Email to be sent to admin@rltd.com.au
- 1.3. A clearance must be fully processed through the approved online system and player has completed the club registration prior to a game being played. A player will only be available to be selected on an online team sheet once the clearance and registration is fully processed.
- 1.4. Player registrations and clearance requests must be finalised by Friday's 5:00pm. Those not finalised by Friday 5:00pm will not be permitted to play that weekend.
- 1.5. All new players to a club **must** produce a licence, birth certificate or passport for sighting by the club registrar and loaded into My Sideline. Any brand-new player (never played before) will not have their pending registration approved until a copy of ID is uploaded into the pending registration online. Pending registration can only be approved at League level.
- 1.6. Players who play up from Juniors (i.e., U17 players playing in any senior competition) must also sign on with the Senior Club by way of an online permit. Clubs who have one database do not require a permit. Junior players must play up within the same club unless their junior club does not have a senior club, then special permission may be given. These players must fulfil their duty to the Junior team prior to playing Senior football.
- 1.7. Any entitlement for a player who has attained the age of 17 years to register as a Senior Player is subject to the following consents unless they qualify for exemption via rule (c) Exemption must be obtained at the time of registration and prior to participating in a Senior Competition:
 - a. A Junior player is only permitted to register in QRL sanctioned competitions (including Senior Competitions and trial matches) as a Senior Player once the following have been obtained;
 - b. Confirmation by the Club that the Junior Player has fulfilled all commitments or is not required to fulfil prior commitments to their Junior Grade competitions,
 - c. Written consent to support the registration by the Coach and Parents or Primary Care Provider to the RLTD Operations Manager for approval by the competitions Committee.
 - d. Where a junior player has attained the age of seventeen (17) years (prior to one (1) July), that player may with the consent of the Club and his or her Parent or Primary Care Provider, register and play in any Senior grade competition in that year notwithstanding there is no under eighteen (18) competition in that league.
 - e. A Senior player is a player who is eligible to complete the standard Senior registration requirements and play in any Senior grade competition.
- 1.8. Transferring of players between local clubs shall cease on the 30 of June each year.

- 1.9. Player recorded on the online team sheet, must be fully dressed to take the field and available to participate in the game.
- 1.10. All team sheets must be recorded in the MySideline system and must have all players, the Coach Manager, LeagueSafe & First Aid officers recorded on online team sheet. Changes are to be made online on game day if a staff team member is no longer participating.
- 1.11. Failure to complete an accurate and correct online team sheet for any game will result in a breach notice and or fine being issued.
- 1.12. Coaches shall be required to:
 - a) Have completed an appropriate NRL accredited coaching course and have up to date accreditation.
 - b) Have obtained and display a current Positive notice Blue Card.
 - c) Have registered online with their Club.
- 1.13. Managers shall be required to:
 - a) Have obtained and display a current Positive notice Blue Card
 - b) Have registered online with their club.
- 1.14. First Aid Officers shall be required to:
 - a) Have completed a Queensland Rugby League first aid course.
 - b) Have obtained and display a Positive notice Blue Card.
 - c) Have registered online with their club.
- 1.15. League Safe Officers shall be required to:
 - a) Have completed a league safe course.
 - b) Have obtained and display a Positive notice blue card.
 - c) Have registered online with their club.
- 1.16. Failure to comply with any of the above may results in any or all of the following: Loss of competition points; fine; breach notice served.

2. GUIDELINES FOR GAMES FOR SEASON PROPER:

- 2.1. Time guidelines for Women are 2 X 30-minute halves with 10 minutes for half time. (There is no time off in this grade during round games except for rule 2.4)
- 2.2. Under 20 and Reserve grade are 2 x 35-minute halves with 10 minutes for half time (There is no time off for these grades during round games except for rule 2.4)
- 2.3. A Grade times are 2 x 40-minutes halves with 10 minutes for half time. (There is time off when the referee signals it)

- 2.4. Time off is permitted in Women's, Reserve grade and Under 20's in the last 5 minutes of the game only if the scores are close and the outcome of game could be affected. Time off is to be signalled by the Referee and is at the Referees discretion.
- 2.5. There is a maximum of 19 players to be used in U19'S, Women and Reserve grade for each team throughout the game. Only 19 players can be listed on the online team sheet each week on MySideline. Any players listed above 19 will be deleted.
- 2.6. There is a maximum of 17 players for A Grade Men for each team throughout the game. Only 17 players can be listed on online team sheet each week on MySideline. Any player/s listed above 17 will be deleted.
- 2.7. There is a maximum of 13 players to be on the field for each club at any time throughout the game.
- 2.8. Set game times for in season games are as per below:

FRIDAY

No A grade games to start later than 8.00pm

SATURDAY

No games to start later than 7.30 pm

SUNDAY

No games to start later than 3.30pm

**Exemptions to play outside of these times may be granted with consultation from both teams, the RLTD Board and the Referees Association. All must be in agreeance. Where possible, game times should not conflict with Cowboys or Blackhawks home games.

- 2.9 Any Seniors Clubs who want junior teams to play "showcase" games during home game fixtures, must seek permission from the RLTD prior (as a matter of courtesy) Games times and teams playing, must be supplied to the RLTD.

3. HOST CLUB RESPONSIBILITIES

- 3.1. Home/Host clubs are to supply footballs for all games. Game footballs shall be Steeden (brand) displaying the Q logo. Games shall not commence until two (2) balls are available.
- 3.2. ALL games **must** be Livestreamed by the Host club. Cameras are supplied by RLTD and will remain the property of the RLTD.
- 3.3. Clips of any send-offs or incidents must be clipped and uploaded by the home club to HUDL by 12pm the Monday following the game and labelled accordingly.
 - a) Full A grade game must be uploaded to HUDL by the home team each round by 5pm the Monday following game day. (This does not include MR requirements) This is for the purpose of allowing the opposition team to review games) Failure to do so may result in a \$500 fine.

- b) Alternatively, the SD card may be dropped off at the RLTD Headquarters, and if time permits the operations manager will clip the incident and upload to HUDL. Please check prior to dropping off.

4. REPRESENTATIVE PLAYER SELECTION

- 4.1. Players NOT wanting to be selected for Representative selection (i.e., Foley Shield or any other Representative game/s) Must notify the RLTD in writing by Round 1 advising they are not available for selection. Those players who are selected and withdraw will be suspended for two weeks. Injuries are exempt with a medical certificate.

5. INTERCHANGE RESOLUTIONS

- 5.1. Both player benches are to be on the same side of the field. Interchange players, water runners, trainers, and FAOs are to operate from the clearance line and not the touch line.
- 5.2. Interchange players are to report to the touch judge and gain his/her permission before being permitted to take the field.
- 5.3. No interchanges are to take place at a scrum from either side, other than in the case of an injury replacement.
- 5.4. A Grade Only - Interchange numbered cards are to be placed in a container (supplied by the home team) placed between the team benches.
- 5.5. There will be a limited interchange of 10 players for A grade Men's with the exception of the below.
- 5.6. Interchange in A Grade, a maximum of four reserve players will be allowed to be nominated and used as replacements. There will be a maximum of ten interchanges during the A Grade match. Teams using more than the allowable number of reserves or interchanges shall be deemed to have used an unqualified player.
- 5.7. If a player is fouled by an opponent who is in consequence dismissed from the field or sin binned 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 allowed interchanges provided that it is made without delay and, in any case, by the time the referee has acted on the incident.
- 5.8. 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 purpose of calculating the number allowed interchanges.

6. ON FIELD STAFF

- 6.1. Every club is to have a NRL qualified first aid person in attendance and **present on the sideline**.
- 6.2. First aid persons are required to wear the relevant shirts as per the NRL on field policy.
- 6.3. A maximum of three (3) qualified on-field personnel per team during a game. (Maximum of two on the field of play during general play. A qualified person is one who either possesses a League safe course Certificate of Attendance or who is an NRL-accredited First Aid Officer.
- 6.4. Each team participating in a match must have at least one (1) NRL-accredited First Aid Officer on the sideline.
- 6.5. On-field personnel must enter and leave the field of play as quickly as possible.
- 6.6. A League safe qualified person must wear a QRL approved **Yellow** coloured shirt, with the words "League safe" printed on the back.
- 6.7. A Level 1 First Aid Officer (FAO) must wear a QRL approved **Blue** coloured shirt which signifies that he/she has a minimum qualification of Level 1 FAO and Level 2 First Aid Officer must wear a QRL approved **Gold** coloured shirt.

7. CANCELLATION FORFEITING & RAINED OUT

- 7.1. Games may be cancelled due to incimate weather.
 - a) The two Chairman of both clubs involved are to consult with the Refrees, the Chair of the Competitions Committee and the RLTD Chairman before a decision is made.
 - b) The RLTD Operations Manager and QRL Area Manager, Kerri Ritchie must be notified on the new date. and time of the rescheduled game so this can be amended on MySideline.
- 7.2. Forfeits MUST notified by 8pm Thursday preceding the weekend's games. **The forfeiting club must notify the opposing team**, the Referees 0488 779 336 chairman@tdrlra.com.au The RLTD Operations Manager on 0419 993 707 admin@rltd.com.au and QRL 0401 012 153 k.ritchie@qrl.com.au Failure to notify by the required time may see the forfeiting club being charged fees for Referees.
- 7.3. The following fees will apply for forfeits:
 - a) When a club travels to find the opposing team has forfeited: \$250.00 penalty to RLTD and a \$350.00 per team compensation to the travelling cub to be paid within 14 days. NOTE: It is the responsibility of the club to invoice the club concerned.
 - b) When a team forfeits at a home game without the correct notification, the home team may if they choose to invoice the forfeiting club \$350.00 for compensation. It is the responsibility of the home team to issue the invoice which it to be paid within 14 days.
- 7.4. There will be 20 points awarded for and nil points against for the team receiving the forfeit.
- 7.5. The team receiving the forfeit must complete their team list online, within one (1) week.

7.6. Any team forfeiting in any match of the final series, will forfeit their position in the finals. The next highest ranked team will take their place.

8. CLOTHING AND FOOTWEAR

- 8.1. All players must play in designated club colours displaying the Q logo.
- 8.2. Permission must be obtained from the RLTD prior to teams taking the field in non-designated uniforms; the opposing team will be notified prior to the commencement of the game.
- 8.3. On-field uniforms MUST be purchased from an approved Queensland Rugby League distributor and must display the current Q Logo.
- 8.4. Compression Garments are permitted to be worn with the following conditions: -
 - a. The garments do not extend below the elbow or knee.
 - b. They must be black or match the colour of the club shorts.
 - c. They do not have any markings other than the manufacturers name.
 - d. Exemptions for medical reasons must be presented to the League for approval.
 - e. All players, LeagueSafe, Sports trainers are required to wear closed-in footwear.
- 8.5. All coaches and managers are required to wear closed in shoes when officiating.

9. COACH / MANAGER / SPORTS TRAINERS / LEAGUESAFE

- 9.1. Coaches, Managers, First Aid Officers, and League Safe Officers are to remain seated or standing beside their players' reserve bench adjacent the scorer's table.
- 9.2. Each team participating in the match shall provide a Bench Marshall who will be required to wear an identifying vest (provided by the League) **No other persons other than players/team officials are permitted to be on near or around the players bench during the game.**
- 9.3. Coaches, Managers, First Aid and League Safe Officers, club members, supporters, or players are not permitted to run or walk up and down the sidelines during the course of a game.
- 9.4. On field Staff are only permitted to enter the field of play while their team is in possession of the football unless a player is injured.
- 9.5. All persons entering the field of play to provide water must have attained the age of 14 years and attended a league safe course and be registered with the league. Enclosed shoes must be worn at all times when entering the field of play.
- 9.6. No more than two League Safe Officers per team will be permitted on the field at any one time while the game is in progress or a combination of league safe and first aid officers.
- 9.7. An additional league safe or first aid officer may enter the field of play only while goal conversions are taking place or there is a break in play for injury.

- 9.8. Coaches, managers, Parents, or spectators are not permitted under any circumstances to enter the field of play while a game is in progress or if the game has been stopped due to injury.
- 9.9. Team players or officials shall not direct derogatory or abusive remarks towards a referee, touch judge, player, club officials or spectators.
- 9.10. Team players or officials shall not approach or talk to a match official in relation to their performance.
- 9.11. **Bench Marshalls/Team managers / coaches** are to ensure that parents, spectators, or anyone not participating in the game do not sit on the player's bench or stand within the immediate area.
- 9.12. Clubs shall be accountable for their players, officials, members, and supporters, if a club does not act or assist the league in taking action against bad behaviour by their players, officials, members, and supporters then a fine will be placed on the club, the fine shall be determined by the League.

10. TEAM SHEETS

- 10.1. Scoring is online only and is compulsory. The team on the field must exactly match the online team, including the correct jersey numbers. It is compulsory to allocate all team staff online to every game. If team staff change on the day, the online team list must also be amended immediately.
- 10.2. It is the responsibility of the HOME team to allocate 3,2,1 points. 3 & 1 point/s to go to the winning team and 2 points to the losing team. 321's are to be submitted via the online link by Monday after each round. (You cannot use the previous year's QR Code. A new code will be issued yearly)
- 10.3. In the last 3 rounds independent selectors will nominate the 321's for all home games.

11. SIN BIN/JUDICIARIES

- 11.1. Players sent to the sin bin must report to the host grounds official. Time will not commence until the player is seated in the designated area.
- 11.2. No-one, other than the team official is permitted to talk to a player while in the sin bin.
- 11.3. Players who are sent from the field, shall leave the playing area immediately (this includes the reserve bench).
 - (a) Match Officials to submit On Field Reports via Cognito by 9am on the first business day following the match.
 - (b) The RLTD Operations Manager will email a copy of the report to the club concerned.
 - (c) All clubs to have match footage and videos uploaded to HUDL by 12pm Monday.
- 11.4. Northern region Admin to distribute summary of all charges determined by the MRC to all clubs. Clubs to notify players. (Cognito link supplied in email)
- 11.5. The club/player can accept or contest the charges.

- 11.6. Clubs to submit the plea form via Cognito (link supplied in email sent Tuesday) This must be submitted by Wednesday 5pm.
- 11.7. All appeals will be heard Thursday evenings via teams meeting (online) by the Northern Leagues Judiciary Panel. Time and link will be emailed to the player.
- 11.8. Video evidence may be used for support when defending a charge at a Judiciary or disciplinary tribunal. Legal representation is not permitted without authority.
- 11.9. Any notice of appeal by a guilty Person shall be accompanied by the following appeal fee;
 - a) In the case of an appeal to the relevant Region - \$1000.00
 - b) In the case of an appeal to and Independent QRL Disputes Tribunal - \$2000.00

The Appeals Tribunal will determine whether the appeal fee stands in whole or in part in the event of the appeal being successful. No party who is subject to proceedings before a Judiciary/Disciplinary Tribunal shall be entitled to institute legal proceedings until such time as they have exhausted all avenues of appeal applicable under these Rules and the decision of the appellate body has been notified to all parties in writing.

**For further clarification of rules please refer to Part 5 of QRL Rules.

12. CITING

- 12.1. Citing's must be reported to the RLTD Chairman verbally or via text message within 12 hours of the game being played. The complaint must be submitted officially by the club via email to admin@rltd.com by 5pm the Monday following the weekends game. Full details must be supplied; the date of game; the Incident that occurred; the jersey number and name of the player being cited; the club they are from. A video club of the incident MUST be unloaded to HUDL for the Chairman to view. If the RLTD Chairman deems so, the incident will be referred to the Match Review Committee. Video evidence must be supplied and uploaded to HUDL. If no video clip is uploaded, then it will not be passed onto the MRC.
- 12.2. All Match Review Committee decisions shall be based on one of the following: -
 - a) A written complaint received by the Match Review Committee from the Chairperson of the Local League relating to an alleged incident and also any such further evidence (e.g., video evidence of the incident) as determined by the Match Review Committee; or
 - b) A written complaint received by the Match Review Committee from the Chairperson of an affected player's Club which is supported by video evidence (noting that this may include a fee prescribed in Local League Rules or published by the Local League from time to time.
- 12.3. Failure by the match review committee to charge the cited player/person, will result in a fine to the club in the amount of \$200.00 payable to the RLTD within 7 days of the invoice being issued.
- 12.4. Procedures for match Review Committees as per QRL Rules 5.2.1

13. VIDEOS FOR MATCH REVIEW, CITING or DISCIPLINARY TRIBUNAL

- 13.1. Clubs failing to supply a video whether it is a for a send-off or a citing for the Match Review Committee will have a fine of **\$1000.00** imposed on them. If there are any mitigating circumstances clubs are to notify the RLTD Operations Manager prior to commencement of games as well as supply all supporting documentation to the League. The whole game must be videoed. There is to be no stopping or restarting of the video camera (other than long stoppages where there is time off for injuries only) nor must the video be edited in any way.
- 13.2. Any second or further offences to rule 13.1 will incur a \$1000 fine and loss of competition points
- a) Flat batteries are no excuse.
 - b) Clubs are not to zoom in while videoing. (specifically, on field incidents)
 - c) Videoing must be of a reasonable standard.
 - d) The Home team is responsible for uploading the incident to HUDL. For all home games, it is the club's responsibility to edit and cut the incident, then upload to HUDL by 12pm the Monday after gameday. The video must be named accordingly. I.e.: U15 player #12 (team and clubs name)
 - e) Full A grade game must be uploaded to HUDL by the home team each round by 5pm the Monday following game day. (This does not include MR requirements) This is for the purpose of allowing the opposition team to review games) Failure to do so may result in a fine.

Maximum **\$1000.00** may be imposed for a breach of any of the above rules.

14. POINTS / POSITIONS

- 14.1. Competition points will be awarded as follows:
- 14.1.1. Win = 2 points All grades
 - 14.1.2. Bye = 2 points All grades
 - 14.1.3. Draw =1 point All grades
 - 14.1.4. Loss = 0 points All grades
 - 14.1.5. Forfeit = 2 points
- 14.2. Teams shall automatically lose points for any of the following: -
- a) Playing an unregistered player, plus a fine of \$500.00 may be imposed for repeat offences.
 - b) Having more than the allowable number of players on the field during a game
 - c) Swapping of jerseys between players during a game
 - d) Online team lists not having the correct team staff and players listed. Players not listed in the correct jersey number.
 - e) Not abiding by the rules set down by the league.

- f) A junior playing in older grade i.e.: A player not yet turned 17 playing in Open Men's. Or A senior player, playing in a junior grade. I.e., A 20-year-old player in under 19's.

Note: Loss of points shall only apply to affected games and clubs shall be notified in writing to the club concerned via email from the Secretary of Rugby League Townsville & District. Fines also may apply.

15. PLAYER QUALIFICATIONS FOR FINALS

- 15.1. Under 20's, Reserve Grade, Women and A Grade player must have played **4 games** in that grade throughout the season to qualify for the finals.
- 15.2. A player who has qualified for a lower grade, shall still be eligible to participate in the final series of a higher grade.
- 15.3. **HPC, NRLW, BMD, MMC** contracted players are required to play four (4) games throughout the RLTD season to qualify for the finals.
- 15.4. A higher-level qualified player (In the RLTD Competition only) shall not be eligible to participate in the lower-level final series unless he has failed to gain selection in the higher grade playing on the same weekend and provided, they have played at least two (2) matches for the lower-level team during the regular season.
- 15.5. If an U20 player has played in A Grade throughout the season and his A grade team doesn't make the finals, he can go back to U20's and play in their final's games.
- 15.6. If a player has played more A grade games than Reserve Grade games and his A grade team doesn't make the finals, he is unable to play for the Reserve grade finals games unless he has met the qualifications of both grades.
- 15.7. Player qualifications/exemptions for finals must be submitted and finalised two (2) weeks prior to semi-final. (For those players who have not played the allocated number of games. email admin@rltd.com.au with the players name and reason.

16. CONTRACTED MMC PLAYERS

- 16.1. Under 19 Townsville Blackhawks players if selected to play for the Blackhawks are NOT permitted to play with their local club on the same weekend.

17. FINALS SERIES FORMAT

Top 4 Final Series

Week 1

- 17.1. Major Semi: Team finishing first versus team finishing second; winner progresses to grand final, loser to play winner of the minor semi-final.
- 17.2. Minor Semi: Team finishing third versus team finishing fourth; winner to play loser of the major semi-final; loser is eliminated.

Week 2

- 17.3. Preliminary Final: Loser of major semi versus winner of minor semi; winner proceeds to grand final; loser is eliminated.

Week 3

- 17.4. Grand Final: Winner of preliminary final versus winner of major semi.
In the event of a tied game at full time, then a period of extra time shall follow, and golden point rules will apply.
- a) The commencement of extra time shall be determined by the toss of a coin as described under the Laws of the game.
 - b) If no point or points have been scored after 5 minutes, the referee shall cease play and teams will change ends. The team that did not kick-off to commence extra time will kick off to start the second period of play.
 - c) Play shall then continue on, an unlimited time basis until either side scores a point at which time the referee will call time.
 - d) There will be time off in all games during the GRAND FINALS ONLY
- 17.5. There may be ONE interchange in overtime (2 x 5mins) Any unused interchanges during the game, cannot be carried over into overtime. (In the final series only)
- 17.6. There are no mid-week plays off for fourth place. The highest ranked fourth place on for and against will progress into the finals.

18. SOCIAL MEDIA AND EMAIL PROTOCOL POLICY

- 18.1. Club and or Referee officials, general members or players shall not comment or partake in media or any social media platform (Tik Tok, Facebook, Instagram etc) that is inappropriate, libellous, defamatory, offensive, racist, obscene remarks threatening, intimidating, or which brings or is likely to bring the game of rugby league into disrepute.
- 18.2. Emails are a communication tool and users are advised to use this tool in a responsible, effective, and lawful manner although by its nature emails seem to be less formal than other communication, the same laws apply. It is important that users are aware of the legal risks of email.
- 18.3. If you send emails with any libellous, defamatory, offensive, racist, or obscene remarks you or your club can be held liable.
- 18.4. If you unlawfully forward personal or confidential information, you and your club will be liable.
- 18.5. If you forward any video footage to any media outlet i.e.: newspaper or news channels, without the consent of the league, that is likely to bring the game into disrepute or give a negative image to the game of rugby league.
- 18.6. Any of the above breach of the rules you may face disciplinary action if referred to the league.

19. CLUB CHAMPIONSHIPS

- 19.1. Clubs must field a minimum of three (3) to be eligible for the club champions.
- 19.2. Club championships shall be determined by the total aggregate competition points for an individual club and divided by the number of teams they have (i.e.: 3 or 4) Club with the highest points is deemed club Champions.

THE FOLLOWING APPENDIXES REFER TO ALL JUNIOR AND SENIOR
PLAYERS, TEAM STAFF, SPECTATORS, VOLUNTEERS AND OR
ANYONE WHO ENTERS THE GROUNDS AND IS INVOLVED IN ANY WAY
IN THE GAME OF RUGBY LEAGUE UNDER THE AUSPICES
OF THE QUEENSLAND RUGBY LEAGUE AND
RUGBY LEAGUE TOWNSVILLE AND DISTRICT

Appendix

- A Code of Conduct
- B Representative Players Code of Conduct
- C Anti-Bullying Policy
- D Smoke Free Policy
- E Alcohol and Drug Free Policy
- F Anti-Discrimination Policy
- G Complaint Process

APPENDIX A - CODE OF CONDUCT POLICY

1. All persons attending or participating in matches controlled by the Rugby league Townsville & District do so with the permission and license of the League and not otherwise.
2. At time of online registration, such time carers, coaches, trainers, players, volunteers' spectators, and other persons must agree to be bound by this Code prior to acceptance of registration of their child or themselves.
3. No person/s attending a match controlled by the RLTD shall:
 - 3.1. Use offensive or obscene language to any player, coach, referee, touch judge, official or other spectator.
 - 3.2. Enter the Field of Play during the course of a match without the prior approval of the Ground Manager appointed by the home club and/or league.
 - 3.3. Walk/run up and down the sideline during the course of a game.

- 3.4. Dispute the decision of a Referee or touch judge either during or after a match.
 - 3.5. Abuse or disrespect Match Officials.
 - 3.6. Assault or act with aggression towards any person/s.
 - 3.7. Behave in a way contrary to this Code of Conduct and/or the spirit of the game.
 - 3.8. Behave in a way which disturbs the enjoyment of the match by any other person/s or brings discredit to the home club and/or league.
 - 3.9. Act in such a way as to exhibit racial intolerance, by language or other conduct, to any other person/s.
 - 3.10. Refuse to accept the reasonable direction of the Ground Manager, official of the home club and/or league, or official of the team/club which that person/s is supporting.
4. Any person/s contravening the code of conduct, must be reported by the Ground Manager to the Team Manager or other official of the team which that person/s is supporting. Where a team does not have a Team Manager present, a request or direction from the Ground Manager to any official of the team or the team's club shall be regarded as a direction to the Team Manager for the purposes of this Code.
 5. The Ground Manager and/or Team Manager must advise the offending person/s of the relevant breach of the Code. The Ground Manager must note the details of their report to the RLTD office
 6. In the event that the inappropriate conduct continues, the Ground Manager and/or Team Manager may request the offender/s to immediately leave the ground. This should also be noted on the team sheet.
 7. In the event the person/s refuses to obey the direction of the Ground Manager and/or Team Manager, the Ground Manager may direct the referee to terminate the match. In the event that the match is so terminated, the club's and/or league's committee may, at its absolute discretion award the competition points to the non-offending team or declare that neither side shall be awarded competition points for that match.
 8. Clubs are responsible for the conduct of their players, parents/carers of players, coaches, officials, and spectators.
 9. Clubs who do not exercise control over their players, parents/carers of players, coaches, officials, or spectators may be called upon by the league to accept responsibility for their actions and the penalties that may apply (in addition to penalties which may be imposed by the league's judiciary)

APPENDIX B - REPRESENTATIVE PLAYERS CODE OF BEHAVIOUR POLICY

It is a Rugby League Townsville & District requirement that all Representative players and officials always abide by the following Code of Behaviour while representing the League.

1. Be friendly and courteous always.
2. Act in a proper manner
3. Exercise self-control and do not be persuaded by your peers.
4. No smoking

5. No partaking in alcohol or prohibited substances.
6. Do not use derogatory, discriminative, or abusive language on or off the field.
7. Do not deface or damage property belonging to others.
8. Always be punctual.
9. Dress appropriately at all times
10. Obey and respect directions given by officials.
11. Be responsible for your own property.
12. Ensure rubbish is always placed in bags or bins.
13. Remain seated and respect the bus driver's requests when travelling on buses.
14. Consider others when being accommodated in motels.

Failure to abide by the above code of behaviour **will** result in disciplinary action being taken.

APPENDIX C - ANTI-BULLYING POLICY

Statement of Intent

Rugby League Townsville & District (RLTD) is committed to providing a safe, caring, and friendly environment for all players and members. RLTD supports and embraces the notion that all persons shall always be provided with dignity and respect. Bullying is unacceptable and shall be treated as a serious matter. Should bullying occur, it is incumbent upon all associated with our League to 'tell' what is happening and more importantly have knowledge that bullying incidents will be dealt with promptly and effectively. We are a 'telling league' that does not tolerate bullying.

What Is Bullying?

Bullying is unwelcomed behaviour experienced by a person. This unwelcomed behaviour could take the form of physical attacks, verbal abuse, teasing, name calling, intimidating/derogatory physical (hand) signals, drawings, or purposely being excluded from activities. Unwelcomed behaviour may also be directed towards another person within social media such as Facebook.

Bullying can be but is not just limited to:

- *Attributes* - Being taunted for having a different build or physically disadvantaged in any way;
- *Emotional* - Being unfriendly, excluding, tormenting (e.g., threats of violence, threatening gestures);
- *Physical* - Pushing, kicking, hitting, punching or any use of violence;
- *Racist* - Racial taunts, graffiti & gestures;
- *Sexual* - Unwanted physical contact or sexually abusive comments;
- *Homophobic* - Because of, or focussing on the issue of sexuality;
- *Verbal* - Name-calling, sarcasm, spreading rumours & teasing; and

- *Cyber* – Misuse of all areas of internet/social media, such as email, internet chat room, Facebook, snapchat etc. And misuse of electronic devices such as digital cameras, mobile phone streaming etc.

Why is it important to respond to Bullying?

Everybody has the right to be treated with dignity and respect. Bullying hurts, no one deserves to be a victim of bullying.

Policy and Procedure

1. Any person reporting bullying shall be protected and supported.
2. Those that have knowledge/information concerning instances of bullying shall refer the matter to RLTD Operations Manager immediately via email admin@rltd.com.au
3. Any player or person who feels they are being bullied and or alternatively have information that bullying is occurring, shall be given the time and opportunity to explain what is happening and be reassured they are right to “tell.”
4. The bullying behaviour must be investigated, and outcomes identified within 14 days from receipt of initial information & if necessary, police will be consulted.
5. All energies must also be undertaken to identify educational programmes and processes to assist in rehabilitating.
and modifying a bully’s behaviour.
6. If the behaviour cannot be rehabilitated, then the RLTD Board may suspend or deregister the player/person concerned at the absolute discretion of the Board. This decision would be final.
7. In all cases, the RLTD Board executive shall appoint an investigative team or investigator that shall undertake all necessary inquiries and investigations and carry out remedial action as is deemed necessary. However, in all cases the investigative priorities shall be three-fold **a)** immediately stop bullying; **b)** reform the behaviour of the bully; and **c)** protect victims and informers.
8. All investigations are to be treated in strict confidence and the executive RLTD Board shall only be able to access records of bullying complaints.
9. All players, parents, guardians, volunteers, team, and club officials are to make it known to all concerned that bullying will not be tolerated. It shall be emphasised that anyone can be the victim of bullying and that being bullied is not a sign of weakness and does not make the victim a less valuable person.

Prevention

1. All players, parents, guardians, volunteers, team, and club officials shall have knowledge and comply with this policy;
2. A copy of this document shall be available to every registered player;
3. A copy of this document shall be available to every registered official;
4. Copy of this document published on RLTD social media and Web pages;
5. Have open discussions about bullying and why it matters;
6. Utilise the Senior Players Group to assist in selling the message;

7. Educating our team officials about bullying and how to deal with it;
8. Making sure we take the matter of bullying at any level serious;
9. Respect all individual's feelings and views;
10. Support everyone, including bullies to understand the seriousness of this problem; &
11. Promote the NRL Tackle Bullying Hand – **See attachment one.**

Here is the NRL Tackle Bullying Hand. Follow each step-in order if you or a friend, classmate or teammate is experiencing bullying. Remember bullying is never acceptable and is not something you have to put up with.



*Step One, **Stand Strong*** - Imagine you are a goal post on an NRL field, it stands strong and upright and can withstand the force of the game of Rugby League. Look down at your feet, imagine that they are planted firmly on the ground, like goalposts on a field. Make sure your body is standing upright and tall – even your shoulders and head. A bully will know from your body language if you are confident or not. If you appear confident the bully might back off.

*Step Two, **Stay Calm*** - Appearing calm and in control is important, particularly as bullies like to get a reaction from you. Stay calm with your body, eyes, and voice. On the inside you will be feeling any number of emotions including sad, angry, lonely, or frustrated. This is all very normal and understandable. If you stay calm though the bully does not get the reaction they want. The bullying might stop as a result.

*Step Three, **Respond Confidently*** - It is important to respond to bullies in a strong, clear voice. You should let them know that you would like the bullying to stop. Practise this skill at home in the mirror or to a teddy bear. It is important to choose your words carefully as you do not want to make the situation worse. Be polite and keep the statement short. Examples could include “Please stop bullying me I don’t like it” or

“I would like the bullying to stop.” This gives the bully an opportunity to correct their own behaviour or put themselves in your shoes.

*Step Four, **Walk Away*** - It is important for victims of bullying to walk away and remove themselves from an unsafe situation. Walk away in a confident manner and never stay in a situation where you think you are at risk.

*Step Five, **Report*** - There are several reasons why ½ of children who are bullied do not report it. It could be that the victim is scared that reporting will make it worse. No one should have to put up with bullying and you are encouraged to tell **two** trusted adults about what you are experiencing. These adults could include your classroom teacher, parents, family members or a coach. If you are unsure about who to report to then you can also **contact the Kids Helpline 1800 551 800.**

APPENDIX D - SMOKE & VAPE FREE POLICY

The **Rugby League Townsville & District** recognises that passive smoking is hazardous to health and those non-smoking club members and visitors have the right to be protected from exposure to tobacco smoke. This also applies to Vaping.

Accordingly, the following policy shall apply to all club facilities, functions, meetings, and activities undertaken by the club and will apply to all members, officials, players, and club visitors.

Facilities

All club facilities are to be completely smoke and Vape Free and shall include:

- ❖ The social rooms inclusive of bar, kitchen, meeting room, toilets, and storage area
- ❖ Player change rooms inclusive of warm up area, toilets and showers, medical room, and property room.

Players, Officials & Coaches

Coaches, players, trainers, volunteers, and officials will refrain from smoking and remain smoke free while involved in an official capacity for their club, on and off the field.

Non-compliance

All club committee members will enforce the smoke free policy and any non-compliance will be handled according to the following process:

- ❖ Explanation of the club policy to the person/people concerned, including identification of the areas in which smoking is permitted.
- ❖ Continued non-compliance with the policy should be handled by at least two committee members who will use their discretion as to the action taken, which may include asking the person/ people to leave the club facilities or function.

Policy Promotion

The club will promote the smoke free policy regularly by:

- ❖ Putting a copy of the policy in club newsletters, notice boards, website, and printed member/player

information.

- ❖ Displaying a copy of the policy in the club social rooms
- ❖ Periodic announcements to members at functions.

The club recognises the importance of educating club members, particularly players, of the benefits of implementing a smoke free policy and will endeavour to provide information to assist this process.

The club will actively participate in the Australian Drug Foundation's Good Sports program with an ongoing priority to achieve Level 3 accreditation.

Policy Review

This policy will be reviewed annually to ensure it remains relevant to club operations and reflects both community expectations and legal requirements.

APPENDIX E - ALCOHOL / DRUG FREE POLICY

(Alcohol, Illegal Drugs, Smoking & Safe Transport) of RLTD

PURPOSE

This policy outlines the league's position on providing an alcohol free and smoke free environment to ensure the league continues to provide a safe and healthy place for families to play and enjoy Junior Rugby League. The purpose of this policy is to also ensure the RLTD Board and rugby league members understand the league's position regarding illegal drugs and how it will respond to a drug-related incident within its jurisdiction.

This policy assists our league to:

- ❖ Meet its duty of care in relation to the health and safety of our members, volunteers and visitors who attend any league training, games, special events, functions, and other activities.
- ❖ Uphold the reputation of the league, our sponsors, and partners.

This policy applies to all our members, volunteers, and visitors.

ALCOHOL

Rugby League Townsville & District is alcohol free and do not permit the consumption of alcohol at Kern Brother Drive during junior games. Alcohol may be sold at Senior games.

We understand alcohol misuse can lead to unsafe or unacceptable behaviour, drink-driving and other alcohol-related harm.

RLTD will ensure:

- ❖ Alcohol is not advertised, promoted, served, or consumed at any league games, events, functions, or activities at the Junior League Grounds on Kern Bros drive for Junior games only.
- ❖ Alcohol is not brought into the league premises and grounds during league games, events, functions, or activities i.e., no BYO.
- ❖ Committee members, members, players, and officials will not compete, train, coach or officiate if

affected by alcohol or other drugs.

- ❖ Any person who comes to league-related activities and seems intoxicated will be asked to leave and provided with options for safe transport from our club, where available. Police may be contacted to remove the person, if required. (For the purposes of this policy, a person is defined as being in a state of intoxication if his or her speech, balance, co-ordination, or behaviour is noticeably affected and there are reasonable grounds for believing that this is the result of the consumption of alcohol.)
- ❖ Our league will avoid providing awards (e.g., at end of season presentations) and fundraising prizes that have an emphasis on alcohol.
- ❖ Alcohol sponsorship, brands and products are not sought, promoted, or advertised by the league and are not placed on junior club jerseys.
- ❖ Alcohol is not provided as an award to any junior player for any reason.
- ❖ League & club organised trips - particularly end of season player trips strictly adhere to responsible behaviour in accordance with the principles of this policy and the values of the league.
- ❖ Alcohol may be sold at Seniors games, but the responsible service on consumption of alcohol is highly promoted. Senior clubs must abide by selling XXXX product as per XXXX Guideline

SMOKING & VAPING

Rugby League Townsville & District is smoke free. We understand the harmful effects of smoking on health, fitness and performance in sport and that passive smoking (second-hand tobacco smoke) is also hazardous to health.

Smokers can only smoke in the designated “smokers” area outside of the Junior league grounds.

Vaping can only vape in the designated area outside of the Junior league grounds.

All clubs must provide a designated “smokers” area at their home grounds.

All fields are to remain smoke and vape free as per government regulations.

ILLEGAL DRUGS

Illegal drugs are defined as “a substance that is not permitted to be taken or used according to state or national laws such as cannabis (marijuana), amphetamines (speed and “ice”), ecstasy, cocaine, heroin, and a range of new psycho-active substances known as synthetic drugs. This policy does not apply to pharmaceutical drugs or performance enhancing drugs (unless they are captured in the above definition).

Rugby League Townsville & District does not allow the use, distribution or selling of illegal drugs by any league member or any visitors within our league’s jurisdiction.

The committee will investigate all illegal drug-related concerns or incidents in a timely and discreet manner. Once all relevant facts and circumstances are known, the president will recommend appropriate approaches and/or disciplinary measures to the league committee based on the guiding principles outlined in league document “*Responding to Illegal Drugs*”. **SAFE TRANSPORT**

Rugby League Townsville & District recognises mixing drugs (including prescription medication) with other drugs or alcohol can seriously affect the ability to drive safely. Driving when over the legal blood alcohol limit is illegal and hazardous to individuals and the wider community.

If any committee members, members, players, or officials are suspected of being under the influence of alcohol or other drugs, our league will take steps to help them get home safely. For example, offer them a ride home or call a taxi or sober person to collect them.

PROMOTING THIS POLICY

Our league will:

- ❖ Educate members, volunteers and guests about our policy and the benefits of having such a policy.
- ❖ Ensure this policy is easily accessible and will promote it via [our website, newsletters, social media, announcements during events and functions].
- ❖ Use our social media platforms to actively demonstrate our league position in relation to alcohol and smoke free environments.
- ❖ Actively participate in the Alcohol and Drug Foundation's Good Sports program with an ongoing priority to
- ❖ (achieve/maintain) the highest Good Sports accreditation.

NON-COMPLIANCE

RLTD will respond to all breaches of this policy. Any disciplinary measures imposed under our policy must:

- ❖ Be fair and reasonable and will focus on the safety and welfare of those directly and indirectly involved.
- ❖ Be based on the evidence and information gathered and the impact on the league, other members, players, patrons, visitors, and the community.
- ❖ Consider the age and personal circumstances of the people involved.

POLICY REVIEW

This policy will be reviewed annually to ensure it remains relevant to club operations and reflects both community expectations and legal requirement.

APPENDIX F - ANTI-DISCRIMINATION AND EQUAL OPPORTUNITIES POLICY

Our commitment is to eliminate discrimination whether by reason of gender, sexual orientation, race, nationality, ethnic origin, colour, religion, or ability and to encourage equal opportunities.

The League will ensure that this Policy is communicated to spectators and participants of the League by publishing on the League's website.

The following policies should be endorsed, enforced and at the heart of all associated club's activities.

Anti-Discrimination Policy

Rugby League Townsville & District is responsible for setting standards and values to apply throughout the game at every level.

Rugby League belongs to, and should be enjoyed by, everyone equally. Our commitment is to eliminate discrimination whether by reason of gender, sexual orientation, race, nationality, ethnic origin, colour, religion, or disability.

Equality of opportunity at Rugby League Townsville & District means that in all our activities we will not discriminate or in any way treat anyone less favourably, on grounds of sex, sexual orientation, race, nationality, ethnic origin, colour, religion, or disability.

This includes:

- ❖ The advertisement for volunteers.
- ❖ The selection of candidates for volunteers.
- ❖ Training.
- ❖ External coaching and education activities and awards.
- ❖ Rugby League development activities.
- ❖ Selection for teams.
- ❖ Appointments to honorary positions.

Rugby League Townsville & District will not tolerate sexual or racially based harassment or other discriminatory behaviour, whether physical or verbal and will work to ensure that such behaviour is met with appropriate action in whatever context it occurs.

Rugby League Townsville & District is committed to the development of the programme of ongoing training and awareness raising events and activities in order to promote the eradication of discrimination within its own organisation and in the wider context, within rugby league as a whole.

Equal Opportunities Policy for Clubs

1. General

Rugby League Townsville & District is committed to a policy of equal treatment of all members and requires all members of whatever level or authority, to abide and adhere to this general principle and the requirements of the Codes of Practice issued by the Equal Opportunities Commission and Commission for Racial Equality. All members are expected to abide by the requirements of the Race.

Relations Act 1976, Sex Discrimination Act 1986, and Disability Discrimination Act 1995. Specifically, discrimination is prohibited i

- ❖ Treating any individual on grounds of gender, colour, marital status, race, nationality or ethnic or national origin, religion, sexual orientated or disability less favourably than others.
- ❖ Expecting an individual solely on the grounds stated above to comply with requirement(s) for any reason whatsoever related to their membership, which are different to the requirements for others.
- ❖ Imposing on an individual requirement which are in effect more onerous on that individual than they are

on others. For example, this would include applying a condition (which is not warranted by the requirements of the position) which makes it more difficult for members of a particular race or sex to comply than others not of that race or sex.

- ❖ Victimisation of an individual.
- ❖ Harassment of an individual (which for the purposes of this policy and the actions and sanction applicable thereto is regarded as discrimination).
- ❖ Any other act or omission of an act, which has as its effect the disadvantaging of a member against another, or others, purely on the above grounds. Thus, in all the League's recruitment, selection, promotion, and training processes, as well as disciplinary matters etc. – in other words all instances where those in control of members are required to make judgements between them – it is essential that merit, experience, skills, and temperament are considered as objectively as possible.

Rugby League Townsville & District commits itself to the immediate investigation of any claims of discrimination on the above grounds and where such is found to be the case, a requirement that the practice cease forthwith, restitution of damage or loss (if necessary) and to the investigation of any member accused of discrimination.

Any member found guilty of discrimination will be instructed to desist forthwith. Since discrimination in its many forms is against the league's policy, any members offending will be dealt with under the disciplinary procedure.

The league commits itself to the disabled person whenever possible and will treat such members, in aspects of their recruitment and membership, in exactly the same manner as other members, the difficulties of their disablement permitting assistance will be given, wherever possible to ensure that disabled members are helped in gaining access.

APPENDIX G - COMPLAINTS PROCEDURE POLICY

In the event that any member feels that he or she has suffered discrimination in any way, or that the league Policies, Rules, or Code of Conduct have been broken should follow the procedures below.

1. They should report the matter to their Club Secretary or another member of the Committee.

Your report should include:

- a) Details of what, when, and where the occurrence took place.
- b) Any witness statement and names.
- c) Names of any others who have been treated in a similar way.
- d) Details of any former complaints made about the incident, date, when and to whom made.
- e) A preference for a solution to the incident.

2. The League will decide if the incident should be sent to the Northern Judiciary Panel.

3. Any offenders may be required to face a Judiciary Panel where a suspension may be imposed.

APPENDIX H - SUN SAFE POLICY

- ❖ The RLTD have 6 large shade shelters for use at carnivals and other RLTD events and will provide sunscreen at RLTD home grounds venue.
- ❖ RLTD encourages all stakeholders to be sun safe and encourages spectators to sit under our beautiful big shady trees and where possible and encourages the use of hats and umbrellas for extra sun safe protection.
- ❖ The RLTD encourages all clubs to be like minded and supply shade and sunscreen where possible for spectators and the like.