



QRL
SOUTH EAST



QRL SOUTHEAST
OPERATIONS MANUAL
2025

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PART 1 | GOVERNANCE & ADMINISTRATION

This 2025 Operations Manual supersedes all previous versions and is a reference for all persons involved in the day-to-day management, administration, coaching, participating, officiating, and spectating of all Rugby League Clubs affiliated with the Queensland Rugby League (QRL), South-East Queensland (SEQ) Region and each respective league; Rugby League Brisbane (RLB), Rugby League Gold Coast (RLGC) and Rugby League Ipswich (RLI).

Only the Board of Directors of their respective league can amend this document. The rules detailed in this document will be operative and enforced for all rulings and proceedings from the date of issue.

Reference Documents

The Rules of the Queensland Rugby Football League Limited (QRL Rules), as amended from time to time, provide the framework under which all Rugby League is administered within the State of Queensland.

The rules detailed within this Operations Manual are to supplement the QRL Rules and to ensure the common interpretation and consistent application across all Rugby League Clubs affiliated within the South-East Queensland Region (QRLSE). All QRLSE Local Leagues follow and support QRL Rules:

- ≡ [QRL Rule Part 1 – Introduction, Definitions, and Interpretations.](#)
- ≡ [QRL Rule Part 2 – Divisions](#)
- ≡ [QRL Rule Part 3 – Local Leagues](#)
- ≡ [QRL Rule Part 4 – Player and Coaches](#)
- ≡ [QRL Rule Part 5 – Tribunal Guidelines](#)
- ≡ [QRL Rule Part 6 – Advisory Committees](#)
- ≡ [QRL Rule Part 7 – Miscellaneous Rugby League Football Matters](#)

Should any information within this document conflict or contradict any of the QRL Rules, then the QRL rule as documented within the Rules of the Queensland Rugby Football League Limited (as amended from time to time) will have precedence. Please notify in writing, the Area Manager (or nominee) of any such issues.

[Rules of the Queensland Rugby Football League Limited](#)
[Constitution of Rugby League Brisbane Limited](#)
[Corporate Governance - Rugby League Brisbane Limited](#)
[Constitution of Rugby League Gold Coast Limited](#)
[Corporate Governance - Rugby League Gold Coast Limited](#)
[Constitution of Rugby League Ipswich Limited](#)
[Corporate Governance - Rugby League Ipswich Limited](#)
[Working with Children \(Risk Management and Screening\) Act 2000](#)
[Blue Card Services](#)
[NRL Policies and Guidelines](#)
[NRL Laws of the Game - Community](#)
[NRL Code of Conduct](#)
[NRL On Field Policy](#)
[NRL Mixed Gender Policy](#)
[NRL Player Development Framework](#)
[Associations Incorporations Act 1981 \(Old\)](#)
[NRL Facilities Guidelines \(May 2021\)](#)
[Community Rugby League Policy and Guidelines for the Management of Concussion \(Nov 23\)](#)

Queensland Rugby League Affiliation

Each club which desires to participate in the Game in any given Football Year must complete the QRL affiliation application by the dates specified and prior to fielding any team in a match during that Football Year.

QRL have the right to refuse an affiliation application if the club has failed to meet its financial

commitments, and/or the club is in breach of any QRL or sub-ordinate rule and has failed to remedy that breach within a reasonable time following receipt of written notice of that breach from the Area Manager.

Female Nomination Criteria

To be admitted into the SEQ Female Competition, clubs must first attain endorsement from their respective local league. Final acceptance will be determined by the SEQ Competitions Administration, with consideration to the criteria outlined in the [Female Club Approved Checklist](#).

Financial Reporting

All Clubs will submit quarterly financial reports to local league administration within 14 days of the end date of the quarter. These reports shall include **a profit and loss statement and a balance sheet** (noting all cash in bank accounts, accounts payable and accounts receivable balances are recorded).

The quarter financial dates are as follows:

- ⊘ October 1st - December 31st
- ⊘ January 1st - March 31st
- ⊘ April 1st - June 30th
- ⊘ July 1st - September 30th (end of year audited report)

Sale & Consumption of Liquor

The sale of alcohol shall comply with the Liquor Act 1992 (Qld) and Guidelines for Liquor Licensees as administered by the Office of Liquor and Gaming Regulation. Designated licensed areas shall be marked.

All Clubs must comply with the QRL and Lion (XXXX) partnership requirements as set out in the [XXXX/Lions MEMO \(2023\)](#). If clubs are found to breach the requirements, the following penalties/fines will occur:

- ⊘ **1st offence** – Warning letter
- ⊘ **2nd offence** - \$500 fine
- ⊘ **3rd offence** - \$1000 fine and loss of competition points that constitute a win to all club teams.
- ⊘ *Continual breaches **COULD** result in loss of hosting rights for the club and/or withdrawal of teams from all competitions.

Heat Policy

For any match during any of the Competitions, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match;

All matches shall have compulsory drinks break as described below;

- ⊘ Match Officials will call 1-minute “time-out” approximately halfway into each half to allow players to take a fluid break. Players will remain on the field and may only be tended to by the three (3) trainers listed. No coaching staff shall be permitted on the field;
- ⊘ The NRL Sports Trainers’ National Accreditation Scheme On-Field Policy will be relaxed so that all three (3) trainers may carry water;
- ⊘ The half-time interval may be extended and shall be done so after consultation of both the match and team officials.

The implementation of the Heat Policy shall be at the discretion of the Ground Manager (or their nominee) in consultation with Match Officials. The Ground Manager should reference the [NRL Heat Guidelines](#) for support.

If in the event of severe heat conditions, and with the approval of the Area Manager (or nominee), the commencement of a match may be delayed.

QRL Abeyance Period

It is important to note that the QRL has an Abeyance Period for rugby league matches, trials and carnivals involving any Body which is affiliated with the QRL. **The Period will commence on the third weekend of October and finish after the second weekend of January inclusive.** It is stressed that if a QRL Affiliated Body or its players participate in a Rugby League event as outlined during the Abeyance Period it not only breaches QRL Policy but will also NOT be covered under the QRL Insurance Policy.

Trial Period

- Under 6 to Under 12s
 - No trials for Under 6 to Under 12 will be approved for sanctioning (including any historical events).
- Under 13s and above
 - Only two (2) trials will be approved per team within a four-week period

Match Sanctioning & Permission to Participate

All requests for match sanctioning and permission to participate in QRL sanctioned events, must be submitted by completing the relevant [Form](#) within the timelines indicated below:

Form	Minimum Timelines
Permission to Host (within Queensland)	14 Days prior to planned event
Permission to Participate	
Travel & Tour Application – Domestic & International	Host Clubs – Six (6) weeks in advance of commencement of tours Travelling teams four (4) weeks prior to departure date

PART 2 | OPERATIONS MANUAL

Venue Management

Field Equipment and Configuration

The playing field/s shall be marked and managed in accordance with the approved Rugby League Laws of the Game, International, Junior Rugby League Laws 6 -12 Years.

- ≡ [RUGBY LEAGUE LAWS OF THE GAME INTERNATIONAL LEVEL](#)
- ≡ [NRL JUNIOR RUGBY LEAGUE LAWS 6 -12 YEARS](#)

It is recommended that venues have a designated and clearly identifiable area for all interchange players and team staff, where they must remain unless fulfilling their required duties.

Corner posts, of a non-rigid material and not less than 1.25m high, shall be placed at the intersection of each touchline and goal line.

Goal posts pads shall be a maximum width and depth of 50cm.

All clubs must use QRL licensed '[Steeden Elite Match Balls](#)' that display the **current** QRL logo for all sanctioned matches.

Lighting Standards

- ≡ The following lighting standards are required for training and competition matches:
 - **Training:** 50 lux
 - **Competition:** 100 lux

Player Management

Participant Registration

- ≡ All players are required to be fully registered annually via MySideline.
- ≡ All On-Field personnel (Trainers) are required to be fully registered annually as a 'Trainer' via MySideline.
- ≡ All Managers and club volunteers are required to be fully registered annually as a 'Volunteer' via MySideline.
- ≡ All On-Field and Off-Field team personnel working with children under the age of 18, must complete the [NRL Child Safety – Patrons of the Game](#) course.

All registrations must be fully completed prior to any participation (training or matches). **Any club playing an unregistered participant (player, coach, trainer, manager, etc) will attract a fine as per the local league's schedule of fees and charges with the possibility of loss of competition points.**

Any club wishing to dual register players must, prior to playing any such player, submit a portability transfer request through MySideline. This transfer must be fully completed before the player can play for the dual registering club.

In accordance with QRL Rule Part 4 - a person who has reached the age of forty (40) years or is reaching that age during a Football Year and desires to participate in a Game under these Rules must provide a medical certificate or report (each season) which specifically states the person is medically fit to play the sport of Rugby League prior to participating in any game, training session or carnival.

Players over the age of forty (40) who have not provided an approved medical certificate will be deemed an ineligible player. Sanctions may apply as per [QRL Rules Part 5](#).

Player Eligibility

A player cannot play in a lower-level game if the player has already played a game that is of a higher division or age group in the same competition round or final round. Classification of Players must also be considered when reviewing Player Eligibility for Core Players.

Classification of Players (Juniors)

Every player within each team in the Under 13 to 18s competitions will be classified as either a 'core player' or 'non-core player' and are subject to the rules relating to the movement of players.

Junior clubs (Under 13 to Under 18), with more than one team in the same competition age group, are required to grade their players into teams based on skill level. The best and most skilled players must be allocated to the highest graded team and the least skilled players to the lowest graded team within the same age group. There must be 10 core players named following the completion of round four (4). Clubs must complete their Player Grading Register for each of its teams and submit to the Competition Administrator. Player's names must only appear on one team register.

The Competition Administrator may determine a player's core/non-core status and their grading in the absence of a Player Grading Register.

Deliberate attempts to exclude players from the core player list to gain advantage for lower divisions/grades is considered a serious breach of these rules and may incur a fine as per the local league's schedule of fees with a possible loss of competition points.

Players Moving Between Grades (same age group)

- ⊘ Core players are unable to participate in any lower graded team but are permitted to participate in higher graded teams in the same competition age group.
- ⊘ Non-core players listed on a higher graded team's Player Grading Register are only permitted to play down in the next lowest graded team within the same age group in their club.
- ⊘ Non-core players are permitted to play unlimited games up in a higher grade at any time during the fixture rounds.
- ⊘ Under no circumstances are lower graded players to be forced to play in a higher graded team within the same age group. The player and player's primary carer's consent must be obtained before using a lower graded player in a higher graded team.
- ⊘ If a club has multiple teams in a single division of the same age group there will be no lateral movement of players between the teams after round 4.
 - Requests for lateral movement can only be given because of significant injury or absence and must be submitted to the Competition Administrator for consideration.

Defaulters

Clubs are responsible for collecting registration fees from players by 30 June of the Football Season and paying the required contribution to the League. Clubs shall not play any player who has not paid their registration fee for the Football Season. Any club who permits a player to play in matches when that player has not paid their registration fees will be deemed to have paid those fees on the player's behalf and shall carry the financial burden of the unpaid fees.

Competition Management

Junior & Senior Competitions

Competitions will be classified as Junior (Under 6 to Under 18 years) and Senior (Under 19 and above) grade.

Guidelines for players in Under 6 to Under 12 competitions inclusive are as follows:

- ⊘ Competition ladders and scores are not published.
- ⊘ No finals series.
- ⊘ No premiership trophies.
- ⊘ All teams play an equal number of games across the competition where possible.
- ⊘ Teams are structured in a fair and honest manner so that teams/players of similar ability play against each other as often as possible where clubs have more than one (1) team in the competition.
- ⊘ Teams are divided into "Pools" rather than "Divisions" if applicable.

Nomination of Teams

- ⊘ All team nominations are to be submitted to the Competition Administrator via the SEQ Region Team Nomination Form a minimum of three (3) weeks prior to the scheduled commencement of competition rounds.
- ⊘ The Competition Administrator reserves the right to decline any late team nominations.
- ⊘ The Competition Administrator may allocate a team to a competition grade different from its nomination, considering factors such as the team's results from the previous year, its playing squad, and the size of the competition.

Recommended Minimum Players to Nominate a Team/s

For a club to nominate 1 team it should attain a minimum number of registered players:

- ⊘ Under 6 and Under 7 = 8 registered players
- ⊘ Under 8 and Under 9 = 10 registered players
- ⊘ Under 10 and Under 11 = 15 registered players
- ⊘ Under 12 to Under 18 = 17 registered players
- ⊘ Open's (Men's and Women's) = 19 registered players

If player numbers fall outside the recommended guidelines, please contact your Competition Administrator for support.

Regrading / Withdrawal of Teams

Any regrading that may be required will only be undertaken with the express approval of the Competition Administrator.

Teams requesting to be **dropped down** a division after **round 4** will be ineligible to play finals in that lower division should that request be approved. If the regrading is approved, all opposing teams in that division will automatically receive competition points that constitute a win.

A team **promoted** to a higher graded competition will take their premiership points only and not 'for' and 'against' points. Team being promoted to a higher graded competition will be eligible to play finals.

For teams being added to the competition:

- ⊘ The team nomination fee must be paid before the team will be added to the competition.
- ⊘ New teams added to the U13 – U18 age group competitions will start with zero points.

If a team withdraws from a competition throughout the season, previous and future fixtures & results will be reviewed and/or adjusted at the discretion of the Competition Administrator.

For teams being withdrawn from the competition:

- ⊘ A team withdrawal fee will be payable for each team withdrawn as per the local league's schedule of fees.
- ⊘ Those clubs with multiple teams in the same age group seeking to withdraw a team will be required to withdraw the lowest graded team.
- ⊘ Requests for regrading will be subject to the approval of the Competition Administrator.

Ground Managers & Duty Officials

Ground Managers are responsible for the off-field environment of matches, and the enforcement of the NRL National Code of Conduct including managing spectator behaviour at games and always ensuring the safety and wellbeing of everyone.

Ground Managers are required to complete the [Game Day Checklist](#) prior to the commencement of matches.

The Ground Manager must be accredited and have a minimum of 1x per international field. **Games will not commence without a host venue Ground Manager present and visible (wearing a red vest).** **Both host and visiting teams are required to provide at least 1x Duty Official each.** Ground Managers and Duty Officials must be a minimum of 18 years of age.

For further information, refer to the [Ground Manager Handbook](#).

Game Day Management

To view the SEQ Game Day Process, click here: [SEQ Game Day Process](#).

Disputes, including those related to match scores or player eligibility, must be submitted to the Competition Administrator by 5:00pm Monday following the completion of the match.

Game Times and Interchanges

Age Group	Game Duration	Interchanges	Players / team list
Mini League (Under 6 -9)	4 x 8-minute quarters, 1-minute break between quarters + 2-minute half time break	Unlimited	N/A
Mod League (Under 10-12)	2 x 20-minute halves, 5-minute half time break.	Unlimited	N/A
Junior International (U13-15)	2 x 30-minute halves, 10-minute half time break.	Div. 1 – 10 Interchanges Div. 2,3,4 - Unlimited	19 players
Junior International (U16-18)	2 x 30-minute halves, 10-minute half time break.	Div 1 - 8 interchanges Div 2+ - Unlimited	Div 1 – 17 players Div 2+ - 19 players
Junior Females (U13-17)	2 x 30-minute halves, 10-minute half time break.	Unlimited	19 players
Community Grade (U19+)	2 x 35-minute halves, 10-minute half time break.	Unlimited	19 players
Premier Colts (U19+)	2 x 35-minute halves, 10-minute half time break.	8 Interchanges	17 players
Premier Reserve Grade (U19+)	2 x 35-minute halves, 10-minute half time break.	8 Interchanges	17 players
Premier A-Grade (U19+)	2 x 40-minute halves, 10-minute half time break.	8 Interchanges	17 players
Masters (Over 35's)	2 x 25-minute halves, 10-minute half time break.	Unlimited	N/A
Community & Reserve Grade Women's	2 x 30-minute halves, 10-minute half time break.	Unlimited	19 players
Premier Women's	2 x 35-minute halves, 10-minute half time break.	Unlimited	19 players

* Time off during junior and community senior competition finals will be applied for injuries only, irrespective of the fact that the referee may indicate time off for player misconduct or any other reason.

** Time off will apply for all Premier Grade competitions as per signal by the referee.

Competition Points

Competition points shall be allocated during the competition season in the following manner:

- ⊘ A win shall be allocated two (2) competition points.
- ⊘ A draw shall be allocated one (1) competition points.
- ⊘ A loss shall be allocated zero (0) competition point.
- ⊘ A bye shall be allocated two (2) competition points.
- ⊘ A forfeit received will be classified as a 'win'.
- ⊘ A forfeit declared will be penalised 1 (-1) competition points.

Competition Ladders

After the completion of competition fixtures, the team leading on the points table shall be number one (1) and the next team number two (2) and so on. The team at the top of the premiership table will be declared minor premiers.

Should teams be equal on competition points at the end of the regular season, the higher placed team(s) will be decided when the first of the following criteria, in order, favours one team:

- ⊘ Points differential (points scored 'for' minus points scored 'against')
- ⊘ Points scored 'for'
- ⊘ Head-to-Head result(s) between the teams concerned
- ⊘ Toss of a coin

Forfeits

Notification of forfeit must occur via the [South East Region Forfeit Form](#) by the timeline indicated in the [SEQ Game Day Process](#).

Team Receiving Forfeit – A forfeit received will be classified as a 'win' and the team shall be allocated two (2) competition points, in addition to +50 'for' points.

Teams Declaring a Forfeit – A forfeit declared will be classified as a 'loss' and the team will be penalised one (-1) competition point, in addition to -50 'against' points.

Teams who forfeit for three (3) consecutive weeks or who reach a total of five (5) forfeits may receive additional fines from the Competition Administration. A letter will be issued to the club asking why the team should not be excluded from the remainder of the season.

If a club forfeits a match, the club must forfeit the lower division/grade team first. This rule is subject to special consideration with junior teams.

Teams will not be permitted to forfeit any local competition fixtures to attend a QRL Carnival and Permission to Participate forms will be declined.

Cancellation, Suspension, Postponement

The Competition Administrator & Area Manager must be notified of all matches delayed, cancelled, or postponed. Clubs must agree on replaying the game within two (2) weeks at the **discretion of the Competition Administrator**.

If an arrangement in consultation with the Competition Administrator cannot be decided between both clubs, the game will be declared a draw, with one (1) competition point and 50 points 'for' awarded to both teams.

Matches cancelled due to a washout, will only be replayed at the **discretion of the Competition Administrator**. If a match cannot be replayed, the match will be declared a draw, with one (1) competition point and 50 points 'for' awarded to both teams.

If a match is terminated when less than half of the match has been completed, the match shall be declared a draw and one (1) competition point awarded to both teams.

If more than half of the match has been completed, the score at the time play is suspended will determine the outcome the match. The competition point(s) and for/against points will be awarded accordingly on the competition ladder.

In the event of the referee stopping a match after it has commenced due to a team having an insufficient number of players to continue, the match shall be deemed a loss by the team with the insufficient number of players. Temporarily suspended players (sin-binned) are included in the player count. Players dismissed from the field (sent-off) or who have retired from the game due to injury are not counted. Points scored, (for and against) at the time of the abandonment shall stand regardless of which team was leading.

Mercy Rule

All matches in the Under 13 to Under 18 competitions will have the option for the game to cease at the discretion of the coach of the losing team when there is a gap of fifty (50) points or more. The coach of the losing team may elect to conclude or continue the match. Should the losing team wish to continue the match, they must inform the Ground Manager.

Whenever the 'Mercy Rule' results in a game finishing before the designated match duration, this must be recorded on the match report. Enter as Disputed and add note "Mercy rule applied".

Scores entered in MySideline must reflect a fifty (50) point margin and will be adjusted as necessary.

Recommended suggestions for the coach of the dominant team to employ to avoid an early end to the match:

- ⊃ Reduce the number of the dominant team's players on the field.
- ⊃ Return possession of the football to the opposition.
- ⊃ Try players in different playing positions.

No other changes to the International Laws of the game should be made.

The Mercy Rule **does not** apply in finals fixtures. The Mercy Rule **does** apply to U13s & U14s positional play off matches.

Finals Eligibility

- i. To be eligible for any finals series match, a player must have **played three (3) or more Premiership fixture matches** in the current season for their club prior to the completion of the final round of fixtures as well as satisfying other applicable qualification rules. For the purposes of determining the number of games played during the season, only one (1) match in any fixture weekend will count; multiple matches in different grades on the same weekend will only count as one match. In this case, the lower grade match shall count in determining qualification.
- ii. All players who have met the minimum match requirement will qualify to play in the Finals Series in the division and/or graded competition where they have played most of their matches.
- iii. If a player has participated in an equal amount of premiership competition matches in multiple levels of competitions, the player shall be deemed eligible for the lower level.
- iv. Any player who has qualified for a lower-level competition, will still be eligible to participate in the Finals Series of a higher-level division or age group. If playing in multiple finals matches during the same round, the lower-level match must be played prior to the higher-level match.
- v. **SENIORS ONLY:** A player who has qualified for a higher-level grade but fails to gain selection for that team will be deemed eligible to play in a lower-level grade finals series match, provided they have played the minimum required games in the lower-level competition. Once the higher-level team is eliminated from the finals series, that player will then be deemed ineligible to play in the lower-level competition.

Injury Dispensation for Finals

Any player who sustains an injury during a competition game, must provide a medical certificate and/or upload injury via MySideline within fourteen (14) days of the injury and a medical clearance to obtain eligibility for any missed fixtures. This must also be provided to the Competition Administrator.

Golden Point (Finals Only)

1. If scores are equal at the conclusion of normal time, a 2-minute break will occur (and coin toss) prior to a five (5) minute Golden Point period is played.
2. Remaining Interchange Cards to be handed to official and have 2x interchange cards returned for the Golden Point period if applicable.
3. In Golden Point, the first scorer of any point or points (e.g., field goal, penalty goal or try) will immediately be declared the winner.
4. If the score remains equal after the first five (5) minutes of Golden Point, teams shall immediately change ends for kick-off. Play shall continue for an unlimited time basis until the first point/s have been scored to determine the winner of the match.

Players temporarily suspended (sin-binned) are required to serve their full suspension, even if the match enters a Golden Point period. Golden Point is considered part of regular playing time, and all clocks are synchronized accordingly. For example:

- ≈ 73rd minute – ‘Player A’ gets sent to the sin bin
- ≈ 80th minute – Scores are locked at 18-18 so the match enters a Golden Point period
- ≈ 83rd minute – ‘Player A’ may enter back into the match

NRL On-Field Policy

All leagues within the SEQ Region adhere to the [NRL On-Field Policy](#). Local A-Grade competitions will strengthen the rules by implementing the below for LeagueSafe trainers:

- LeagueSafes in Men’s A-Grade fixtures are allowed access to the playing field:
 - When facilitating an interchange of Players,
 - When a try has been scored,
 - During a time-out called by the Referee for an injury,
 - During a drop out,
 - On three (3) occasions per half to carry messages to individual Team members when their Team is in possession
 - Each LeagueSafe will be supplied with three (3) cards for each half. On each occasion LeagueSafes must hand a card to a Ground Manager or Interchange Official prior to entering the field of play. LeagueSafes must only enter the field of play after their Team gains possession of the football and leave the field at the completion of the 4th tackle, immediately returning to the Team bench area (i.e. running) without interfering with play or running behind the opposition Team’s defensive line.
- LeagueSafe must return to their team’s bench area as soon as possible after fulfilling their duties on field. Must not give general messages to the Team or otherwise assist in the task of coaching (save for the carrying of messages to individual Team members) while play is progressing
- A Coach cannot act in the role of both on-field safety person (i.e. LeagueSafe, Level 1 or Level 2) and Coach during the same game. One individual is required for each role.
- As per the International Laws of the Game, Match Officials reserve the right to remove trainers from the field of play if they deem the trainers to be interfering with regular match play, regardless of whether a tactical card has been used.

Maximum Team Staff Allowed on Team Bench

- ≈ U6 - U12s Competitions: 6 team staff.
- ≈ U13s - U18s Competitions: 6 team staff.
- ≈ Open’s Community Grade Competitions: 6 team staff.
- ≈ Premier Grade Competitions: 8 team staff.

*No injured players on the bench are allowed. Only active players and named team staff on the match sheet are allowed to be situated in the team bench.

Junior Coach Positioning – Game Day

At all times, the coach must remain at the team bench. There are exemptions for Under 6 coaches and Under 7 coaches (up until Round 4). Coaches must remain at the team bench from Round 4 in Under 7 competitions and above.

Senior Coach Positioning – Game Day

Coaches are permitted to view the match from the team's bench, or behind the goal posts. However, coaches are only allowed to coach from the team bench (and not behind the goal posts). E.g., messages must be provided from the team bench and not from behind the field. There must always be an accredited coach within the team bench.

Clearance Special Considerations

- ≈ Junior appeal for special circumstances fee is \$200.00 and must be paid prior to online application. If appeal is successful or participant takes up the option provided, \$100.00 will be refunded.
- ≈ Online application and any supporting documentation must be submitted via [Special Considerations form](#).
- ≈ All special consideration requests related to wellbeing are required to be supported by a qualified Mental Health Practitioner.

Tribunal

All QRL Affiliated competitions align with [QRL Rules Part 5](#).

PART 3 | LOCAL BY-LAWS - RUGBY LEAGUE IPSWICH

JUNIORS ONLY

3.1 Blue card register

RLI requires all RLI executive members, RLI employees, club executives, committee members, club coaches (all levels), managers, sports trainers (all levels), League Safes and persons over 18 years of age who are directly involved with persons under the age of 18 years of age to hold a current Blue Card. **NO BLUE CARD = NO INVOLVEMENT.**

All clubs must keep a current and ongoing register of their coach and volunteer members' Blue Card numbers and expiry dates. Blue Card numbers must be recorded on each member's MySideline profile.

All clubs must submit their Blue Card register to Rugby League Ipswich prior to April 30th and again before July 30 of that same season.

All Blue Card applicants or cardholders must be linked to their current club/organisation.

Volunteer Blue Cards are free of charge:

[BLUE CARD LINKING FORM](#)

3.2 Team Number limit

The maximum number of players on a team **should** be as follows:

AGE GROUP	MAXIMUM NUMBER OF PLAYERS PER TEAM
Under 6	10 players
Under 7	12 players

The maximum number of players on a team **must** be as follows:

Under 8 – 9	15 players
Under 10 – 11	19 players
Under 12 – 18	24 players
Senior competitions	N/A

3.3 League First Aid and Level 1 Sports Trainers

Rugby League Ipswich has strengthened this rule and requires each club hosting international fixtures to have 1 accredited NRL Level 1 Sports Trainer (must hold a current minimum Level 1 NRL accreditation) per international field in use.

Please note Under 6s to Under 9s still only require 1 League First Aid per field, and Under 10 to Under 12s require 1 League First Aid per match as per the current NRL on field policy.

Rugby League Ipswich requires a minimum level 1 Sports Trainer assigned to each international team.

This rule will supersede the current NRL on field policy for these age groups.

3.4 Player Permits

- A player permit will only be granted on the condition that the currently registered club of the participant is unable to offer the age group and/or division to the participant.
- Failure to achieve a transfer as part of [QRL rule 4.1.8](#) is not sufficient criteria for a permit to be granted and will not be approved. This rule only applies to transfers within QRL.

Applications for permits will not be considered by the League until grading has been completed or such a time that team nominations have been finalised.

SENIORS ONLY

3.5 Player point system

3.5.1 Administration

Rugby League Ipswich will act as the Player Points System Administrator. Player Points will be assigned prior to week one of the competition and sent to the respective clubs for their information.

All players that are classed as Re – Registrations from the previous season will be assigned the points minus a years' service. All new players to the club will be assigned points from the Player Points Index.

The formulation of a Player Points Sub Committee will be created to assign players with a value at the commencement of each season. The Sub Committee will comprise of 2 of the following 3 members: local QRL staff, NRL Development Officer or RLI Board member. This Value will remain the same for the WHOLE season.

3.5.2 Team Points Allocation

- a. **100 Points** are allocated to each team per "A" Grade game.

3.5.3 Player Points Allocation

- a. Each Player will be allocated a Category based on the highest level they have played within the last 5 years.
- b. Each club can nominate One (1) MARQUEE PLAYERS that will be exempt from the Player Points Index and will have a value of Zero (0) points. These players cannot be a transfer from a RLI Club.
 - i) Marque players may be amended from time to time. Club must apply in writing by 12:00pm on the Wednesday prior to the upcoming fixture.

3.5.4 Concessions / Discounts

- a. One point per year discount for each year service with that club over a five (5) year period.
 - i) Discount may only be applied for Ipswich Jets junior representative players if they have participated in two (2) of the three (3) offered programs (CCC, MMC or HDC) or have three (3) years' service in these programs at this club.

- b. If a local junior achieves a higher category and returns to their local senior club they will receive the maximum discount applicable (5 points).
- c. Any player that transfers from an A-Grade club to another in the Ipswich Region will incur an immediate loading of 3 points to their new club. That player will continue to incur category points and discounts as per the PPIS criteria and guidelines.

3.5.5 Definition

A 'local junior' is classified as a Junior player who has given 3 years of service to club from U13-U18

3.5.6 PLAYER POINT SYSTEM INDEX

PPIS INDEX SYSTEM		
CATEGORY	CRITERIA	POINTS
A	A player who has appeared in 20 or more games (combined) in the NRL or UK Super League within the last (5) years.	20
B	A player who has appeared in 4-19 (combined) in the NRL or UK Super League within the last (5) years.	15
C	A player who has appeared in more than 20 games (combined) in the QLD Cup or NSW Cup competitions within the last (5) years.	10
D	A player who has played in less than 4 games in the NRL or UK Super League within the last (5) years. OR A Player who has appeared in 4 to 19 games (combined) in the QLD Cup or NSW Cup competitions in the last 5 years. OR A player who has appeared in 40 or more (combined) games in the RLI A Grade or equivalent competition i.e (NSWRL Ron Massey, District A Grade). OR South East Queensland representative team (City, Country)	8
E	A player who has appeared in 31-39 games combined in the RLI A Grade or equivalent competition i.e (NSWRL Ron Massey, District A Grade). OR A player who has appeared in 15 or more games in the HDC, Jersey Flegg or QRL Junior Representative i.e (MM, CC) competitions. OR A player who has played in the Local League representative side i.e. (Diggers, Vikings, Poinsettias)	6
F	A player who has appeared in 1-14 games in the HDC, Jersey Flegg or QRL Junior Representative i.e (MM, CC) competitions. OR A player who has played in 15-30 games (combined) games in the RLI A Grade' or equivalent competitions.	4
G	A player that has appeared in less than 15 (combined) RLI 'A'Grade or equivalent competition games.	2
H	All other players OR Junior player who has given 3 years of service to club from U13-u18	0

JUNIOR & SENIOR

3.6 Maximum # of teams/club

Each club is only allowed to nominate the following number of teams in each age group:

Under 6, 7, 8 and 9	= 6 teams
Under 10 and 11	= 4 teams
Under 12	= 3 teams
Under 13 to Under 18	= 2 teams
Under 19+	= 1 team / competition

3.7 Match official payments and responsibility (including forfeits)

3.7.1 Junior Competition

U6 to U9 match officials are to be paid direct by the host club on the day.

U10 to U18 Appointed match official fees are divided equally between the two teams participating except for a late forfeit when the team forfeiting must pay all of the referee fees.

3.7.2 Senior Competition

The host club pays for all the match official fees, except for late forfeits, where the forfeiting team must pay the match official fees.

3.8 Club championship points

JUNIOR AND SENIOR CLUB CHAMPIONSHIP POINTS

Club championship points will be allocated for competition games only and will exclude all finals series. Club Championship points are formulated as follows:

Please note to be considered for the club championship your club must field eight (8) teams in the competition.

CLUB CHAMPIONS POINTS SYSTEM	
1 st Place	4 Points
2 nd Place	3 Points
3 rd Place	2 Points
4 th Place	1 Point

Behaviour	
All clubs start with an initial 30 points	30 points
Received a charge	15 points
Above league average	0 points

Participation	
Above League average	30 points
Below League average	15 points

Retention	
Above League average	30 points
Below League average	15 points

Compliance	
Coaching 100%	5 points
All Club executive inductions complete	5 points
Other team staff compliant (# of staff and accredited)	5 points
Blue card register submitted on time	5 points
Quartey Reports Submitted	5 points
90 Day Account Status	5 points

Club Championship totals are achieved by adding the total points for each club after the last competition round, then dividing the figure by the number of teams a club is fielding in the competition ages groups. If a club fields a composite team, that team will be included in the total team count for both clubs.

*Note a composite team's total club championship points will be divided evenly between the two composite clubs.

3.9 Fees Schedule

[Rugby League Ipswich Limited Schedule of Fees and Charges](#)