



GAME DAY – SET UP TO PACK UP

Topics covered

- Facility Pre Check
- Field Set Up/Requirements
- Roles
- On-field Policy
- Incident reporting
- Emergency Assistance
- Critical incident procedure



GAME DAY – FACILITY PRE CHECK

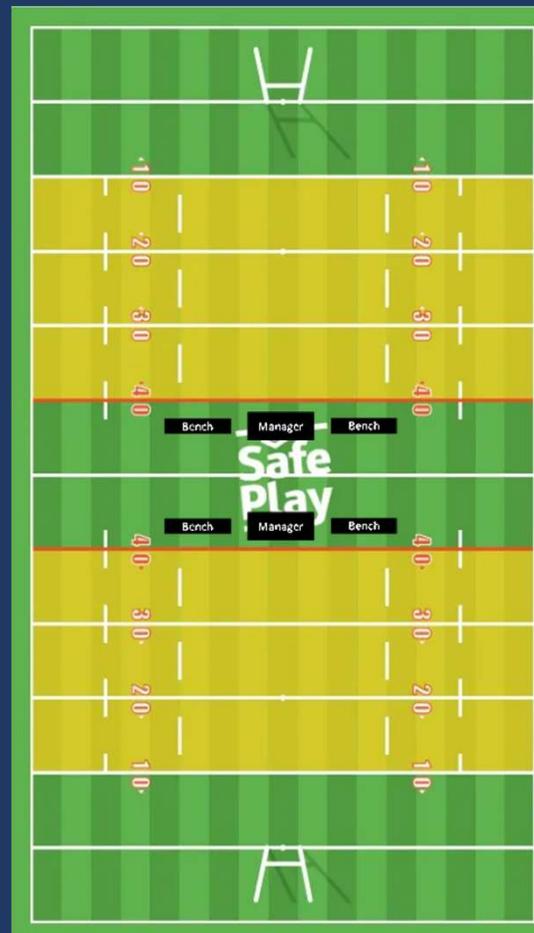
NSW RUGBY LEAGUE		GROUND MANAGER CHECKLIST GAME DAY OPERATIONS		NSW RUGBY LEAGUE	
AT THE BEGINNING OF THE DAY	<ul style="list-style-type: none"> <input type="checkbox"/> Check that your ground is in suitable condition <input type="checkbox"/> Ensure the playing area is roped off / fenced off <input type="checkbox"/> All field equipment is in place (post pads, corner posts etc) <input type="checkbox"/> You can ensure access to the field through appropriate emergency access points <input type="checkbox"/> You are wearing your PURPLE NSWRL GROUND MANAGERS VEST and are visible to all at your ground <input type="checkbox"/> Have everything you need at the scorer's table: <ul style="list-style-type: none"> » Three working clocks (game clock, sin bin clock, time off / injury clock) » Appropriate siren or bell » NSWRL One Page Rule Document / Ground Manager Checklist » Access to League By-Laws, NSWRL Policies, NRL Policies (QR codes and phone to open and read) » Sign on sheets for all games scheduled 				
BEFORE EACH GAME	<ul style="list-style-type: none"> <input type="checkbox"/> Introduce yourself to visiting teams, Referees and Touch Judges <input type="checkbox"/> Check each teams MySideline cards (players and Team Staff) <input type="checkbox"/> Ensure that all players have signed the sign on sheet (where required) <input type="checkbox"/> Ensure that all Team Staff have signed the sign on sheet <input type="checkbox"/> Ensure that the minimum requirements of the NRL On-Field Policy are met with regards to Sports Trainers (please see NSWRL ONE PAGE RULES DOCUMENT for more information) <input type="checkbox"/> Ensure that Referees and Touch Judges are ready <input type="checkbox"/> Ensure the game starts on time 				
DURING EACH GAME	<ul style="list-style-type: none"> <input type="checkbox"/> Observe behaviour of players and Team Staff on benches – make sure that they are complying with NSWRL Game Day Expectations guidelines <input type="checkbox"/> Monitor interchanges and ensure that they are being both undertaken and recorded correctly <input type="checkbox"/> Ensure that any player removed from the field with a suspected head injury is marked as HIA on the sign on sheet and DOES NOT return to the field <input type="checkbox"/> Manage Sin Bins and Send Off's <input type="checkbox"/> Implement Mercy Rule (if necessary) <input type="checkbox"/> Identify and diffuse any negative behaviour on sidelines or on benches 				
AFTER EACH GAME	<ul style="list-style-type: none"> <input type="checkbox"/> Ensure that the Referee signs the sign on sheet <input type="checkbox"/> Ensure that both Team Managers have signed the sign on sheets <input type="checkbox"/> Ensure that scores are correct on both sign on sheets <input type="checkbox"/> Ask each Team Manager to take a photo of their sign on sheet <input type="checkbox"/> Ensure that players that have been removed from the field with a suspected head injury are provided with the appropriate Head Injury Assessment and Referral Form by the games Sports Trainer <input type="checkbox"/> Reset clocks for the following game <input type="checkbox"/> Clean all benches and tables for the following game <input type="checkbox"/> Immediately complete any Code of Conduct reporting as required 				
SIN BIN	<ul style="list-style-type: none"> » When a player is SIN BINNED, they must sit out of the game for 10 MINUTES » The player should sit in a designated place that is not on their teams bench but in the vicinity of the scorers table » The SIN BIN CLOCK should not be started until the Referee calls time back on » If the sin bin period extends over half time the SIN BIN CLOCK should be stopped at half time and started again when play recommences » The player should be notified when there is one (1) minute remaining on their SIN BIN CLOCK » The sin bin should be marked correctly on the sign on sheet 	SEND OFF	<ul style="list-style-type: none"> » When a player is sent off, they can take no further part in the game » The player should be directed to LEAVE THE ENCLOSED PLAYING AREA immediately and REMOVE THEIR PLAYING JERSEY » The send off should be marked correctly on the sign on sheet » You should ensure that the player does not re-enter the enclosed playing area » You should ensure that the Referee completes the appropriate MATCH OFFICIAL DISMISSAL FORM » You should maintain harmony between any sent off players and their opposition when the game is finalised and players leave the area 		
NSWRL COMMUNITY TOOLBOX		NSWRL POLICIES & PROCEDURES MANUAL		NSWRL POLICIES	
COVID-19 RULE UPDATES		NSWRL ONLINE CODE OF CONDUCT			

Grounds Manager / Club Official should check the entire venue including:

- Check that your ground is in suitable condition
- Ensure the playing area is roped off / fenced off
- All field equipment is in place (post pads, corner posts etc)
- You can ensure access to the field through appropriate emergency access points
- Grounds managers are wearing your PURPLE NSWRL GROUND MANAGERS VEST and are visible to all at your ground
- Have everything you need at the scorer's table
- Facilities are clean and usable



GAME DAY – FIELD SET UP / BENCH LOCATIONS





GAME DAY – FIELD SET UP / BENCH LOCATIONS





ON FIELD – BENCH LOCATIONS

5 Chairs for the official's area





ON FIELD – BENCH LOCATIONS



Pens



Bell / Hooter



1 x Game Clock
1 x Sin Bin Clock
1 x Spare



Rules of the Game
and other
documents



Match Official
Table



First Aid Kit
and Ice



Touch judge flags
(optional)



One page
cheat sheet



ON FIELD – BENCH LOCATIONS

The VISITING CLUB is responsible to support and assist the home club in relation to the provision of the above (if possible) and the following:

- » Each HJRL team participating in a Junior International match (13+) must provide a Crowd Control Ground Manager
- » Where necessary NHCRL teams may be required to provide a Ground Manager for away matches in the event of disciplinary issues.
- » Control of their own spectators, supporters and parents
- » Good behaviour of their players and team support staff
- » Provide a timekeeper (team manager)
- » Assist home club to keep unauthorised persons outside spectator fence
- » Proper medical procedures for care of own players



NRL ON-FIELD POLICY

NRL On-Field Policy.

TYPE OF POLICY	Participation
EFFECTIVE DATE	29 th February 2020
POLICY OWNER	Australian Rugby League Commission
POLICY CONTACT	NRL General Manager – Game Development and Education

A. REASON FOR POLICY
The intent of this policy is for all Community and Performance on-field safety personnel to possess the theoretical and practical knowledge required to complete their role in the keeping of players safe in the game of Rugby League.

B. POLICY STATEMENT
This policy is designed to ensure that all Community and Performance on-field safety personnel have appropriate training to provide first aid for the matches in which they are involved.

C. SCOPE
This policy is applicable to all persons fulfilling any on-field safety role for Rugby League and League Tag matches within an affiliated club/competition.

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Very important to note the following key points

- Minimum requirements
- Roles
- Responsibilities
- Penalties for non compliance



NRL ON-FIELD POLICY

Age	Minimum Personnel Required for Contact Rugby League	Minimum Personnel Required for League Tag	Minimum Accreditation Required
U6-7	One (1) x First Responder for up to four (4) matches being played on an International Field.	One (1) x First Responder for up to four (4) matches being played on an International Field.	<ul style="list-style-type: none"> • League First Aid; or • NRL Level 1 Sports Trainer; or • NRL Level 2 Sports Trainer
U8-9	One (1) x First Responder for up to three (3) matches being played on an International Field.	One (1) x First Responder for up to three (3) matches being played on an International Field.	
U10-12	One (1) x First Responder per match	One (1) x First Responder per match	
U13-15	One (1) x First Responder per team for each match.		
U16+	One (1) x First Responder per team for each match.	One (1) x First Responder per team for each match.	

THE MATCH MUST NOT START IF THESE MINIMUM REQUIREMENTS ARE NOT COVERED



Leaguesafe – Yellow Shirt

U6-U12 Maximum of one Leaguesafe permitted on-field
U13 and above Maximum of two leaguesafe permitted on-field



- After a try has been scored
- During time out called by the referee
- Leaguesafe can attend to the injured player until the First Responder arrives
- Kicking Tee Collection
- When their team is in possession to conduct interchanges and provide water only



- Not on field in defence
- Walk up and down the sideline
- Standing behind the dead ball line
- All scrums
- Barracking/yelling from the sideline



League First Aid – Green Shirt



- After a try has been scored
- During time out called by the referee
- Unlimited access to attend to injured/ill players
- Must remain in the bench area



- Must not relay messages
- Not remain on field any longer than to assist the injured/ill player
- Penalty goal being taken
- Walk up and down the sideline
- Stand behind the dead ball line
- All scrums
- Barracking/yelling from the sideline



- After a try has been scored
- During time out called by the referee
- Unlimited access to attend to injured/ill players
- Must remain in the bench area



- Must not relay messages
- Not remain on field any longer than to assist the injured/ill player
- Penalty goal being taken
- Walk up and down the sideline
- Stand behind the dead ball line
- All scrums
- Barracking/yelling from the sideline



Level 2 Trainer – Orange Shirt



- In addition to Level 1 trainer
- Most senior trainer – supervisor of all other trainers inc. Leaguesafe
- Has the final decision on a player's welfare in absence of a medical professional



- Must not relay messages
- Not remain on field any longer than to assist the injured/ill player
- Penalty goal being taken
- Walk up and down the sideline
- Stand behind the dead ball line
- All scrums
- Barracking/yelling from the sideline



YES

- Must be present at the official's table

Manager

NO

- Barracking/yelling from the sideline
- Can not enter field of play
- Can not be Coach
- Can not be Trainer
- Can not be First Responder



 YES

- Must remain in the bench area

Coach

 NO

- Barracking/yelling from the sideline
- Can not enter field of play
- Can not be Manager
- Can not be Trainer
- Can not be First Responder



NSWRL TOUGH LOVE IN LEAGUE POLICY

THE FOLLOWING STANDARD PENALTIES ARE APPLIED FOR BREACHES OF THE TOUGH LOVE IN LEAGUE POLICY:

PLAYERS OFFENCES

Punching - aggressor - FIRST OFFENCE
Punching - aggressor - TWICE IN ONE SEASON
Player leaving the bench and entering the field of play
Player Referee Abuse - GRADE 1
Player Referee Abuse - GRADE 2
Player Referee Abuse - GRADE 3
Player Referee Abuse - GRADE 4
Player leaving the playing area to become involved in a fight

PENALTY

Minimum 1 week suspension
AUTOMATIC 12 month suspension
Minimum 2 match suspension and Competition Points equal to a win
Minimum 4 match suspension and 1 Competition Point
Minimum 6 match suspension and 2 Competition Points
Minimum 8 match suspension and 3 Competition Points
Minimum 24 match suspension and 3 Competition Points
Minimum 6 week suspension and Competition Points equal to a win per player

TEAM OFFENCES

2 or more players from one team involved in a fight - FIRST OFFENCE
2 or more players from both teams involved in a fight - FIRST OFFENCE
2 or more players from any team involved in a fight - TWICE IN ONE SEASON
Three or more players from one team involved in a fight
Any breach of TLL in a Finals Series match

PENALTY

Match deemed a forfeit to the non-offending team - \$1000 bond on team
Match deemed abandoned - \$1000 bond on both teams
Team will be DISQUALIFIED
As above plus Competition Points equal to a win
Team will be DISQUALIFIED

TEAM OFFICIAL (COACH/MANAGER/TRAINER) OFFENCES

Official leaving the playing area to become involved in a fight
Touching a Referee / Official in an aggressive manner
Referee Abuse - HIGH / SERIOUS

PENALTY

Minimum 6 week suspension & Competition Points equal to a win per Official
Minimum 12 month suspension and Competition Points equal to a win
Minimum 12 month suspension and Competition Points equal to a win

SPECTATOR OFFENCES

Spectator illegally entering the field of play
Unsportsmanlike comments to any participant - LOW/MEDIUM
Unsportsmanlike comments to any participant - HIGH/SERIOUS
Unsportsmanlike comment to any participant - TWICE IN ONE SEASON (RELATED TO SAME TEAM)
Referee Abuse - HIGH / SERIOUS

PENALTY

Minimum 12 month suspension from attending any Community Rugby League activity plus Competition Points equal to a win
Match deemed a forfeit to the non-offending team - \$1000 bond on team
Minimum 12 month suspension from attending any Community Rugby League activity plus match deemed a forfeit to the non-offending team - \$1000 bond on team
Team will be DISQUALIFIED
Minimum 12 month suspension and Competition Points equal to a win

CLUB OFFENCES

Failure to identify any offender that is related to their Club

PENALTY

Team concerned will be disqualified until the person is identified

#NSWRL

#RESPECT #TLIL



EMERGENCY SERVICES CALLED

In the event of an ambulance being called NSWRL staff **MUST** be notified via one of the following methods by the Club Secretary:

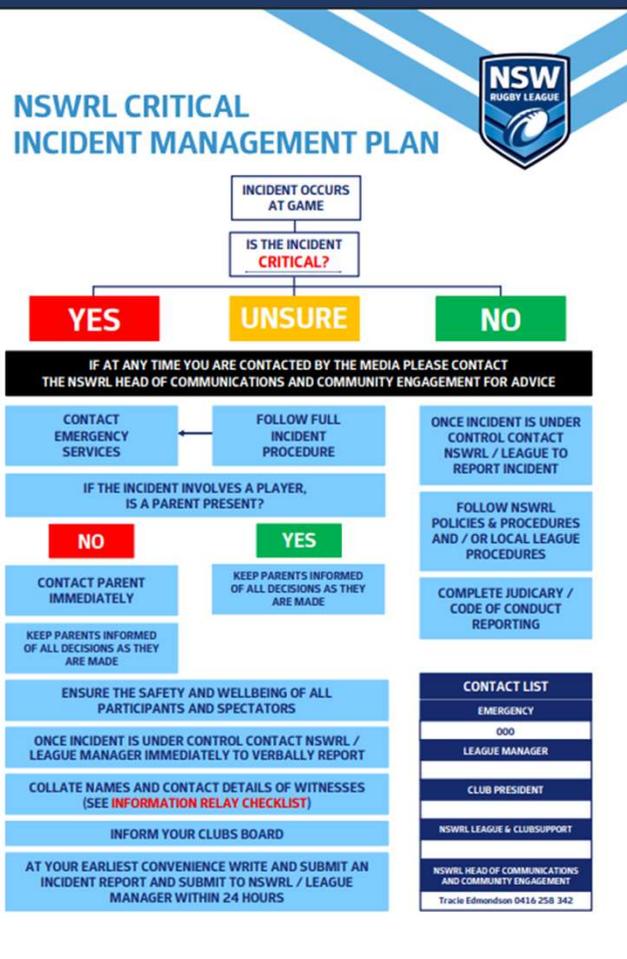
Email: newcastlemaitlandregion@nswrl.com.au

ClubHub: www.clubhub.nswrl.com.au

Phone: any NSWRL Staff Member
(please leave Voicemail if unanswered)



CRITICAL INCIDENT MANAGEMENT



Examples at a Community Rugby League club may include, but not be limited to:

- » Catastrophic incidents and / or injuries to players, officials, spectators, minors or fans
- » Illegal activity related to property or person
- » Illegal behaviour involving children under the age of 18
- » Behaviours that may bring the game into disrepute and are contrary to the NRL Code of Conduct.

IF IN DOUBT, CONTACT NSWRL IMMEDIATELY