



## 2020 Great Southern Nine's

### Competition Handbook

21<sup>st</sup> & 22<sup>nd</sup> November, 2020

Centennial Park, Albany

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## Executive Summary

The 2020 Greater Southern Nines Carnival is a nine-a-side competition that will provide participants the opportunity to play rugby league and grow the game in the Greater Southern WA catchment area.

## Competition Dates

The competition will be open to all teams, with players who register and will be held at Centennial Park, Albany, on 21<sup>st</sup> & 22<sup>nd</sup> of November, 2020.

**Nominations Open: Now**

**Nomination Deadline: Friday 13<sup>th</sup> November, 2020.**

**Competition Date: Saturday 21<sup>st</sup> November & Sunday 22<sup>nd</sup> November, 2020.**

# COMPETITION BY-LAWS

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## 1. Team and Player Eligibility

### 1.1. Player Eligibility:

1.1.1. Each player is to be registered with a NRL WA Club, or gone through the registration team process with NRL WA Greater Southern Nine's before taking part.

### 1.2. Senior Competition:

1.2.1. No player is eligible for the Senior Competition unless they are 17 years old by the 21<sup>st</sup> of November 2020.

### 1.3. Team Eligibility:

1.3.1 Each Team must have an accredited Coach, Level 1 or Level 2 Sports Trainer, and a Team Manager. All League Safe persons must be accredited before taking the field.

1.4 Failure to comply with any of the above will result in teams being in breach of the NRL WA Code of Conduct.

## 2. Competition Draw

### 2.1. Point Allocation:

2.1.1. WIN 3 points

2.1.2. DRAW 2 point

2.1.3. LOSS 1 points

2.1.4. If a draw is the result of a competition match there will be no extra time given.

2.1.5. FORFEIT 3 points team receiving forfeit recording a score of 30-0.

2.2. After competition round matches, if two or more teams are equal in competition points, the Finals Series rankings will be determined per the following criteria:

2.2.1. Greater percentage of points scored for and against being determined by points scored for x 100, points scored against x 1, then if equal;

2.2.2. The result of any head-to-head clash during the competition, the winner of which would be positioned higher, then if equal;

2.2.3. The first try scorer in their respective head to head clash during the competition, would be positioned higher.

2.2.4. If all the above are equal, most tries scored will be used.

2.2.5. And as a final provision, if all the above is equal, a coin toss will determine who finishes ahead in the standings.



## **7. Dismissed Players**

### **Temporarily Dismissed Players (Sin Bin)**

- 7.1. Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.
- 7.2. A player who is temporarily suspended (sin binned) must immediately retire from the field of play to an area designated by the Ground Manager, until the period of temporary suspension has expired.
- 7.3. Time of suspension begins only when the referee restarts play or indicates time on.
- 7.4. If more than one player is temporarily suspended in relation to the same incident, the three (3) minute periods commence at the same time and the players will return to the field together.
- 7.5. When the suspension expires, the player must report to the Touch Judge and enter the field of play from an onside position.
- 7.6. Temporary suspension does not include time off and half-time, the three (3) minutes is the actual time the ball is in play.

### **Permanently Dismissed Players (Sent-Off)**

- 7.7. A player who is permanently dismissed (sent off, not sin binned) must immediately retire to the team's dressing room or an area designated by the Ground Manager until they have changed out their playing uniform.
- 7.8. After changing, the player must not re-enter the field of play under any circumstances.

## **8. Match Review/Judiciary**

- 8.1. The Judiciary will be headed by NRL WA Judiciary Chairperson
- 8.2. The referee of the game and / or Team Manager may request to the NRL WA Judiciary Chairperson to review an alleged incident. This request must be made on the Allegation of Misconduct reporting form. (provided with handbook and additional copies Games point on the grounds).  
No later than 30 min after the match in question.
- 8.3. The allegation of misconduct must match one of the offences outlined in the Laws of the Game.
- 8.4. It is at the discretion of the NRL WA Judiciary Chairperson whether there is a case to be answered
- 8.5. The judiciary will comprise of NRL WA Judiciary Chairperson, NRL WA Operations Manager
- 8.6. The Player can be represented by an official from their Organisation at the judiciary hearing

## **9. Team Entry**

- 9.1. Teams will be allowed to nominate up to twenty (20) players to take part in the competition prior to the commencement of the competition. Please note that only 16 players can be named for each game (9 on field players & 7 on the bench)
- 9.2. Players must play in the same numbered jersey throughout the competition.
- 9.3. Extra players are not permitted to be added to the original match list if the maximum squad of 20 players has been named prior to the team's first game.

## **10. Referees**

- 10.1. Qualified referees will be appointed by the WA Referees Association in association with the NRL WA.

## **11. Match Day Administration**

### **Team Lists**

- 11.1. A team list must have been of a maximum of 20 players must have been supplied before the start of the competition.

### **Match-Day Team List**

- 11.2. Match-day team list must be prepared 30 minutes prior to your game.
- 11.3. A team can nominate sixteen (16) players.
- 11.4. If there is a need to alter a player's name from the original team nominated list prepared prior to the team's first game, the player must be given a playing number not nominated and wear the corresponding number on the field of play.
- 11.5. In the event that teams are unable to fulfil these requirements they should liaise directly with the Ground Manager.
- 11.6. At the conclusion of every game, teams must submit a completed teamsheet, signed by the referee, with the correct score, to the management desk within 30 minutes of the games completion.

## **12. Ground Managers**

- 12.1. Ground Managers will be appointed by the NRL WA.
- 12.2. Ground Managers are responsible for managing match day operations at each venue.
- 12.3. If a Ground Manager has not arrived at the venue an hour before kick-off, contact NRL WA Competition & Games Coordinator - Caleb Reedy 0408 327 050.

### 13. Replacements

- 13.1. Unlimited interchange may take place during the course of a match using the seven (7) pre-named substitutes.
- 13.2. Players being replaced must cross the touch line before the new player enters the field of play as a replacement.
- 13.3. The player entering the field of play as a replacement must report to the Touch Judge and enter the field from an onside position.
- 13.4. A player who has been replaced may, later in the game, act as a replacement.

## TRAINERS ROLES AND RESPONSIBILITIES

Each team may engage and use a maximum of three (3) trainers during matches. In all cases when trainers enter the field of play to attend to an injured player, carry water, or deliver individual messages, they must immediately leave the field once their assigned task has been completed and return to the player's bench. At all times trainers, must enter and leave the field as quickly as possible (i.e. running). The specific roles and responsibilities of each trainer are as follows:

### **ORANGE SHIRT – MEDICAL**

- a) Must be a qualified Level 2 Sports Trainer.
- b) Access to the field is unlimited to attend to an injured/ill player and to administer water.
- c) **Must not carry messages.**
- d) Is allowed to be involved in the on-field interchange process.
- e) The accredited Head Trainer will make the final decision on a player's welfare in the absence of a medical professional.
- f) The Head Trainer is the only person of the training team who may approach the referee or touch judge in relation to player welfare. This should be done in a respectful manner and only occur during technical stoppages in play.

### **BLUE SHIRT – MEDICAL ASSISTANT**

- a) May sit with the Head Trainer but can only enter the field of play as listed below, and in the following emergencies, at the discretion of the Head Trainer:
  - To help the Head Trainer assist an injured player from the field.
  - To treat an injured player if there is more than one injured player and the Head Trainer is already occupied.
- b) Is not to carry water unless a try has been scored or the doctor and team representatives agree that the extreme weather conditions require each team to have an additional water carrier.
- c) **Cannot carry messages under any circumstances.**
- d) Is allowed to be involved in the off-field interchange process.



### **YELLOW SHIRT – LEAGUESAFE**

Is allowed access to the playing field:

- a) When their team is in possession;
- b) When a try has been scored;
- c) During a time-out call by the referee for an injury;
- d) During a technical stoppage in play (except scrums).

Trainers are not permitted on the field after a referee has ordered a scrum until the ball has emerged and the team is in possession.

The Yellow Shirt trainer's duties are limited to:

- a) Interchange of player;
- b) Provision of water;
- c) Carrying messages to **individual** team members.

**Must not** give general messages to the team or otherwise assist in the task of coaching while play is progressing.

### **Accreditation:**

- a) Medical trainer (orange) must hold a minimum NRL Level 2 Sports Trainer accreditation.
- b) Medical assistant trainer (blue) must hold a minimum NRL Level 1 Sports Trainer accreditation.
- c) Leaguesafe (yellow) must hold a valid NRL Leaguesafe accreditation.
- d) Any trainer who holds another qualification, claimed to be at least equivalent to the minimum requirements, must apply for RPL of their qualification through the NRL.
- e) Trainers at all times must comply with any reasonable direction or instruction from the appointed **NRL WA Ground Manager**. Trainers must not at any time while carrying out their duties make argumentative, disparaging, derogatory, or offensive comments to any match officials.
- f) Trainers must not become involved in any match, including having contact with players, other than in strict compliance with their specific role and responsibility.
- g) Under no circumstances are trainers permitted to approach or become involved in an altercation or melee involving players from either competing team. This includes not attempting to separate or restrain players who may be involved in such incidents.

# LAWS OF RUGBY LEAGUE NINES (9s)

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## NRL WA Nine's Laws – (Men's & Women's Open)

Subject to the modifications below, games will be played under the International Laws of Rugby League. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the Competition Handbook.

- 1.1 Each match will be of twenty (20) minutes duration and will be comprised of two (2) halves of nine (9) minutes. There will be a half-time period of no longer than two (2) minutes.
- 1.2 Teams will consist of sixteen (16) players, with no more than nine (9) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the seven (7) pre-named substitutes. Players being replaced must cross the touchline before the new player enters the field of play as a replacement. The player entering the field of play as a replacement must report to the Touch Judge and entry from an onside position. A player who has been replaced may later in the game act as a replacement.
- 1.3
  - (i) 5 Tackles - A team in possession of the football shall be allowed four successive play the balls.
  - (ii) A handover shall occur after the fourth play the ball when the team is tackled for the fifth time or they commit a breach or held up in goal.
- 1.4
  - (i) Five (5) players only will form scrums. All scrums shall be formed with a maximum of five players from each team (three players in the front row and two in the second row). There shall be no more than four players of each team acting as backs.
  - (ii) All defending players not involved in the scrum (other than the defending Scrum Half) must retire five (5) metres from their last row of forwards. (This is as per International Laws)
  - (iii) At the scrum, the non-offending team shall have the loose head and feed, and can elect which side of the scrum the ball shall be fed; The defending Scrum Half must also take up a position on the same side of the scrum as the ball is being fed and behind the second row.
  - (iv) Scrums will only be formed in the event of a double knock on or a mutual infringement.
  - (v) In all other circumstances play will restart with a handover to the non-offending team, including where kicks find touch in general play. The handover will be provided to the non-kicking team ten metres infield opposite where the ball crossed the touch line
  - (vi) In the event of a successful 40/20 kick, play will recommence with an 'optional tap kick' to the kicking team 10 metres in from where the ball crossed the touch line.

- 1.5 (i) A try shall count for four (4) points.  
(ii) All try conversions shall be taken by way of drop-kick in line with where the try was scored and will count for two (2) points.  
(ii) All penalty kicks at goal shall be taken by way of a drop kick from the point at which the penalty is awarded and will be worth two (2) points.  
(iii) A field goal in general play shall be awarded as one (1) point.
- 1.6 All kicks for goal shall be taken by way of a drop kick.
- 1.7 After
- (i) a try has been scored;
  - (ii) a conversion attempt has been taken or completed; or
  - (iii) a penalty or field goal is scored; play will be re-started from the centre of the halfway line with either
    - (a) a tap kick with the ball to be placed on the ground, then tapped, with no necessity to go any distance forward; or
    - (b) a place kick, taken with the ball having to travel ten (10) metres in a forward direction.

In both cases, the non-kicking team is to be ten (10) metres from the halfway line and may only move forward, without penalty to the kicking team at the point of breach, after the ball has been touched or kicked (in B, should the ball be kicked directly into touch on the full, not go the required ten (10) metres forward, or the kicking team move too early over the halfway line, a penalty shall be awarded to the non-kicking team at the centre of the halfway line).

- 1.8 After a try, has been scored, both teams and the referee and touch judges will take up their normal positions for the restart of play with nine (9) players in each team positioned on either side of the halfway line. The scoring team will retire ten (10) metres from the halfway line, ready to receive the ball should a place kick as in (b) of Law 1.5 (above) be taken.

The in-goal touch judges will adjudicate the success, or otherwise, of the conversion attempt by drop goal and signal the result to the referee using his flag in the manner normal in the International Laws game. Play will then be restarted at the halfway line when the referee deems all to be ready.

- 1.9 If a substitution has been effected when a kick at goal is to be taken, i.e. after a try has been scored or a penalty kick has been awarded, the substitute player is not allowed to take the kick.
- 1.10 Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.
- 1.11 Any periods of temporary suspension expire at the end of the game.