2023 - Harmony Cup 7

Competition Handbook

27th October – 29th October

Venue – Lark Hill Sportsplex

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Executive Summary

"Bringing OUR Communities Together" – Celebrating Culture & Diversity through Rugby League

The 2023 NRL WA Harmony Cup 7 Rugby League Carnival is a nine-a-side competition that will provide participants the opportunity to represent their Country of Origin, meet and connect with new people from a variety of Cultural backgrounds.

Competition Dates

The competition will be open to Country-of-Origin Teams and select Regional teams and will be held at Lark Hill Sportsplex, Port Kennedy, on the 27th of October till the 29th of October 2023.

Nominations Open: Friday 18th of August 2023

Nomination Deadline: Wednesday 11th of October 2023

Payment Deadline: Friday 13th of October 2023

Competition Commence: Friday 27th of October 2023

Competition Concludes: Sunday 29th of October 2023

Entry Confirmation

Country of Origin and Regional Team Nominations will be due by the 11th of October 2023 and Entry Confirmation will occur shortly thereafter when Country of Origin Delegates, along with team captains and coaches will attend a briefing. (Subject to receipt of the Team nomination fee)

COMPETITION BY-LAWS

1. Team and Player Eligibility

1.1. Player Eligibility:

1.1.1. Each player is to identify with and have connection to their Country of Origin. In the event where a player has more than one connection, the player is advised to select a Country of Origin which they feel and best encompass their passion, emotional, spiritual and cultural identity. Player must be eligible by age. All Players must be Registered as per NRL WA Harmony Cup Guidelines.

1.1.2. NRL WA reserves the right to ask all players and teams to provide proof or reasoning as to why a player is representing this community and can remove players and teams if this is ignored.

1.2. **Team Eligibility**:

1.3.1 Each team will be comprised of 16 players (Squad of 20) from the Country of Origin to be eligible to participate. However, where the team lacks player numbers, top up/fill in players may be allocated by from a player's pools and endorsed by NRL WA Multicultural Rugby League Committee.

1.3.2 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. The competition will be played over three (3) day period from 27th of October – 29th of October 2023.

2.2. Point Allocation:

2.2.1. WIN 3 points

2.2.2. DRAW 2 point

2.2.3. LOSS 1 points

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

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

2.3. 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:

2.3.1. The finals teams are decided based on an overall ladder position determined by subtracting the total points against from total points for, then if equal;

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

2.3.3. The first try scorer in their respective head to head clash during the competition, would be positioned higher.
2.3.4. If all the above are equal, most tries scored will be used.
2.3.5. And as a final provision, if all the above is equal, a coin toss will determine who finishes ahead in the standings.

3. Match Duration

3.1. 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 of no longer than two (2) minutes.
3.2. Please note that each match will be allocated 30min time slots to assist in setting up the Draw.

4. Cultural Exchange/Pre Game

4.1. Teams will be allowed to do a cultural exchange before every game if they so choose.
4.2. Games will run to schedule. Teams are expected to be on the field well before the hooters sound. If cultural exchanges go into that time, it will not be added back into the game.
4.3. If playing a team without an exchange and the timer goes, the team who is not performing has the right to kick off when the referee blows his whistle to start.
4.4. Referees also have the right of discretion to blow a penalty in favour of the non-performing team if the cultural exchange goes into this time.
4.5. Other teams, officials and members of the public will not participate in the on-field cultural exchanges with the team playing.
4.6. At **no time will either team move past the 40 metre line** while performing their cultural exchanges or accepting a cultural exchange.
4.7. While performing the cultural exchange, only 16 players will be allowed to be in their on field kit, so that when progressing into playing, it is easily identifiable who the game day squad is.

5. Coaching Qualifications

5.1. All coaches must hold at least the below NRL coaching accreditation –
5.1.1. Seniors – Community Coach (19+)
5.1.2. U16s Boys & Girls – Community Coach (13-18's)

6. Trainers

6.1. All trainers who take the field must hold current qualifications of the following minimum standard:

6.1.1.	Head medical trainer (orange shirt)	NRL Level 2 Sports Trainer
6.1.2.	Medical trainer (blue shirt)	NRL Level 1 Sports Trainer
6.1.3.	League Safe (yellow shirt)	NRL Level League Safe

7. Code of Conduct

7.1. The NRL Code of Conduct governs this competition and accepted behaviours.

7.2. All players, coaches, club officials and volunteers are bound by the Code of Conduct. Any misconduct could result in a breach, penalty or sanction for the person and/or club.

7.3. The NRL WA and NRL Code of Conduct is available via: https://www.nrl.com/portals/nrl/RadEditor/Documents/NationalCodeofConduct.pdf

7.4. Communities are responsible for making sure that all of their players, coaches, officials and volunteers have read and understood the Code of Conduct prior to the commencement of the tournament.

7.5. All participants adhere to the NRL WA 'Respect' protocols

8. Dismissed Players

Temporarily Dismissed Players (Sin Bin)

8.1. Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.

8.2. 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.

8.3. Time of suspension begins only when the referee restarts play or indicates time on.

8.4. 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.

8.5. When the suspension expires, the player must report to the Touch Judge and enter the field of play from an onside position.

8.5.1. In lieu of no Touch Judge present, alert the on-field match official before re-entering the field of play via the point of play from the onside position.

8.6. 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)

8.7. 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.

8.8. After changing, the player must not re-enter the field of play under any circumstances. They can be replaced within the 20 listed player squad but not an extended squad.
8.9. If a player has been sent off they can not re-enter the field until the matter has been heard or an outcome has been provided via the judiciary.

9. Match Review/Judiciary

9.1. The Judiciary will be headed by a NRL WA Judiciary Chairperson.
9.2. 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 an official match review report form.
9.3. The allegation of misconduct must match one of the offences outlined in the Laws of the Game.
9.4. It is at the discretion of the NRL WA Judiciary Chairperson whether there is a case to be answered.
9.5. The judiciary will comprise of a NRL WA Judiciary Chairperson and two other assigned individuals, which will be nominated prior to the carnival.
9.6. The Player can be represented by an official from their Organisation at the judiciary hearing.

10. Team Entry

10.1. 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).
10.2. If not part of the 16 players named for each game, players must not be in in their game day kit on the bench.
10.3. Players must play in the same numbered jersey throughout the competition.
10.4. 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. No additional players can be added to the squad after the first game has commenced.

11. Referees

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

12. Match Day Administration

Team Lists

12.1. 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

12.2. Match-day team list must be prepared 30 minutes prior to your game.
12.3. A team can nominate sixteen (16) players.
12.4. Players who are not a part of the 16 involved in that particular game, **MUST NOT BE IN THEIR UNIFORM/JERSEY** in the bench area during the game, or this will constitute a breaking of the rules.
12.5. 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.
12.6. In the event that Communities are unable to fulfil these requirements they should liaise directly with the Competitions Coordinator.
12.7. At the conclusion of every game, teams must submit a completed team sheet, signed by the referee, with the correct score, to the management desk within 30 minutes of the games completion.

13. Ground Managers

13.1. Ground Managers will be appointed by the NRL WA.
13.2. Ground Managers are responsible for managing match day operations at each venue.

14. Replacements

14.1. Unlimited interchange may take place during the course of a match using the seven (7) pre-named substitutes.
14.2. Players being replaced must cross the touch line before the new player enters the field of play as a replacement.
14.3. The player entering the field of play as a replacement must report to the Touch Judge and enter the field from an onside position.
14.4. 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 player 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 – HEAD MEDICAL TRAINER

a) Must hold a NRL Level 2 Sports Trainer Accreditation.
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 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 may approach the referee or touch judge in relation to player welfare. This should be done in a respectful manner and can occur at any stage of the game, and can ask that the game be stopped for player safety.

BLUE SHIRT – MEDICAL TRAINER

a) Must hold a NRL Level 1 Sports Trainer Accreditation
b) Access to the field is unlimited to attend to an injured/ill player and to administer water.
c) Is expected to carry water at all times, unless tending to an injury which does not require it
d) Is allowed to be involved in the interchange process.
e) The Medical Trainer may approach the referee or touch judge in relation to player welfare. This should be done in a respectful manner and can occur at any stage of the game, and can ask that the game be stopped for player safety.

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)

NRL WA Harmony Cup – (Men's & Women's Open/16 Boys & Girls)

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 nice (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 make 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) meters 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 meters 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 meters 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.
The kicker **can** retire from the field of play immediately following their drop kick conversion attempt and make their way to the reserve bench area. The kicker may stay on the field, but the referee has no obligation to wait for the kicking player to be back in position before play is restarted.

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.

NRL WA MASTERS LAWS OF RUGBY LEAGUE NINES (9s)

Subject to the modifications below, games will be played under the International Laws of Rugby League. The Laws and the spirit of how the game is played are modified to allow players to play in a safe and enjoyable manner and with regard for the safety of both teammates and opponents alike. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the Competition Handbook.

THE PRINCIPLES OF NRL MASTERS RUGBY LEAGUE

- The game is for players over the age of 35 years.
- The game is totally non-competitive**.** Scores are not kept; there are no results and no competitions. BUT at the conclusion of every game, team must submit a completed team sheet, signed by the referee and the players, and must be provided to the management desk within 30 minutes of the game's completion.
- All the Laws and modes of play are designed to remove potentially dangerous elements of the game to allow players of all age groups to participate together.

- All players are reminded that the safety of teammates and opponents is paramount and therefore any over-aggressive or inappropriate rough play is forbidden.
- The emphasis is on safe and enjoyable play with all players who come onto the field being able to leave the field together.
- All players, team officials and referees commit to participate according to the letter and the spirit of the Laws.
- All games are subject to and played under the Code of Conduct / Fair Play pertinent to the local Governing Body

1.1 Each match will be of twenty (20) minutes duration and will be comprised of two (2) halves of nice (9) minutes. There will be a half-time period of no longer than two (2) minutes.

1.2 Teams will consist of twenty (20) players, with no more than eleven (11) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the nine (9) 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 enter from an onside position. A player who has been replaced may later in the game act as a replacement.

1.3 Players may wear different coloured shorts to clearly define their age group and/or level of required safe play. The mode of play applied to each age group will differ according to the colour of the shorts. Players are permitted to wear shorts designated for older players should they wish to in order to participate with less contact and greater safety and enjoyment.

In order to avoid accidental, over-robust contact, players should not play in shorts designated for a younger age group.

a) Age 35 to 49 White shorts

b) Age 50 to 59 White shorts, but red shorts may be worn for extra safety

c) Age 60 Plus White shorts, but gold shorts may be worn for extra safety

No other coloured shorts can be worn.

1.4 (i) 5 Tackles - A team in possession of the football shall be allowed four successive play the balls.

(iii) 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.

Tackling

(iv) All tackles should be modified to remove any element of "drive" or lifting. No tackles can be made above the arm-pits.

(v) There are a maximum of two players allowed in any tackle; any more will be punished with the award of a penalty.

1.5 Tackling by Age Group (Making the Tackle)

(i) WHITE short players tend to tackle each other normally.

(ii) RED short players must attempt to physically stop the ball-carrier by a grip tackle between the waist and the shoulder. The ball-carrier should respond immediately to the Held call from the referee. If in the opinion of the referee the RED short player has made sufficient contact, he will call Held. Players should not attempt to drive through the tackle.

(ii) GOLD short players must make a Touch tackle only. Once touched, the ball-carrier must return to the point of the touch to play-the-ball.

1.6 Tackling by Age Group (Being Tackled)

(i) RED short players should be tackled by a grip tackle between the waist and the shoulder to stop progress.

(ii) Under normal circumstances, RED short players should not be taken to the ground. If this occurs deliberately, the tackler will be penalised.

(iii) RED short players should not attempt to drive through the tackle.

(iv) GOLD short players should only be Touch tackled and this should be done with great caution. Once touched, the tackler should call the Touch and hold the mark; the ball-carrier must return to the point of the touch to play-the-ball.

1.7 All tackles are to be made safely and in the spirit of Masters in order to stop progress, not to attack the ball-carrier

(i) In all cases, the player must respond immediately to the Held call.

(ii) There is no lifting or throws allowed.

(iii) The ball shall not be stolen from the ball-carrier at all.

(iv) There can be no "drag down" tackles from behind of any kind

1.8 (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) metre from their last row of forwards. (This is as per International Laws) All scrums are uncontested with the team feeding the

ball re-gaining possession.

(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.

1.9 After a try has been scored, there are no kicks at goal. Both teams, the referee and touch judges will take up their normal positions for the restart of play with eleven (11) 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. 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.

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.

NRL WA Harmony Cup – Harmony Award: Masters

**Harmonious Spirit - encompass sportsmanship, teamwork, respect of their heritage and they're of opposition.*

1. Since there are no points awarded in the Masters games as per NRL sanctions, the Harmony Award will be awarded to the Masters Team that adheres to the following category:
1.1 Performed at the highest standard during the carnival.

1.2 Demonstrates outstanding levels of sportsmanship and an excellent team "Harmonious*" spirit during the carnival.

1.3 Demonstrates continuous improvement during the carnival.

2. The Harmony Award will be voted along the following point system and by the following individuals:
2.1 Point system will range from 1 to 5 scale, with 5 the highest point available to be given to the team per category.

2.2 The following individuals will be given responsibility to award the points:

2.2.1 NRL WA Operational Staff
2.2.2 Multicultural Committee Member
(In essence there will be 2 voting cards, 3 categorizes to vote on from 1 to 3).

Notes:

2023 HARMONY CUP 7 - PROUD PARTNERS