



2019 COMPETITION RULES & REGULATIONS

Revised: 11.04.2019

PART A - COMPETITION OVERVIEW

1. TITLE OF COMPETITION

The official title of this rugby league competition will be the Hunter Valley Mining Charity Rugby League Knockout Competition (*Charity Knockout Competition*)

2. DATE & LOCATION OF COMPETITION

The '*Charity Knockout Competition*' will take place on SATURDAY 19TH OCTOBER 2019 at PIRTEK PARK (Singleton Rugby League Field, Dunolly Road, Singleton)

3. ORGANISER OF COMPETITION

The official title of the host organiser of the '*Charity Knockout Competition*' is WESTPAC RESCUE HELICOPTER SERVICE (The organiser). The hosting club/venue (where the event is held) the Singleton United Greyhounds Rugby League Football Club.

4. PARTICIPATION IN COMPETITION

The '*Charity Knockout Competition*' is an invitational event only.

5. REGISTRATION PROCESS

5.1. All teams participating must have players registered by 5:00pm **Friday 21 June 2019** to the organiser.

5.1.1. Registration will only be accepted by host organiser if Team Registration and Player Registration is receive electronically along with NON-REFUNDABLE player registration fee of \$80.00 per player

5.1.1.1. Included in the player registration fee is a full team kit (jersey, shorts, socks and polo shirt). All players are responsible to provide their own personal protection equipment e.g. mouth-guard, head gear, shoulder pads, etc.

5.1.2. All teams are required to secure \$3500 of sponsorship. Sponsorship is to be sold on the fee structure set out in the *Charity Knockout Competition* Team Sponsorship Prospectus document.

5.2. Once teams have registered there are no refunds regardless of whether the team decides to withdraw the team(s) from the event or is unable to make the event for whatever reason.

6. INSURANCES

6.1. Individuals must sign and date participant wavier on the day of the competition before being considered as a participant in *The Charity Knockout Competition*. (Waiver releases the *organiser* of any injury/injuries sustained during the activities involved in the Charity Knockout Competition).

6.2. The organiser of the *Charity Knockout Competition*, Westpac Rescue Helicopter Service has a current public liability insurance policy which covers all areas of Pirtek Park (Singleton Rugby League Field).

6.3. The host venue of the *Charity Knockout Competition* Singleton United Greyhounds Rugby League Football Club has a current public liability insurance which covers all areas of Pirtek Park (Singleton Rugby League Field).

6.4. All players participating are encouraged to take out income protection insurance cover. The organiser will not take any responsibility for players who sustain their injuries through their participation in the Charity Knockout Competition or its associated playing requirements.

7. RULES & REGULATIONS

Each team intending to participate will be required to give consent to abide by the rules and regulations as stipulated by the *Charity Knockout Competition* committee. Non-compliance will result in the possibility of their registration being rejected.

8. PENALTY FOR BREACHS

- 8.1. Any Team player, Official or Supporter/Spectator that brings the Competition into disrepute could face expulsion from the Charity Knockout.

- 8.2. Any Team player, official or Supporter/Spectator that fails to accept the decision of the review committee and continues to bring The Charity Knockout into disrepute could face expulsion from the Charity Knockout and future Knockouts for a period as determined by the review committee.

PART B - GAME RULES

1. GOVERNING RUGBY LEAGUE RULES

The Charity Knockout competition will be officiated using *The Australian Rugby League Laws of the Game and National Code of Conduct. (Including Some Minor Rule Changes for the OnField Competition)*.

2. EXCEPTIONS

The following exceptions will be used specifically for the Charity Knockout Competition:

- 2.1. Each team may effect substitutions during the course of a match provided that the names of the substitute players are registered in the team's game day team sheet.
- 2.2. All men's pool matches, men's semi-final matches, and all women's matches will consist of two (2) x ten (10) minute halves; with no break at half time (immediately swap ends).
 - 2.2.1. During all men's pool matches, should a draw result at the end of the 20-minute game, both teams will be awarded one (1) point.
 - 2.2.2. During both semi-final and grand final games, should a draw result at the end of the 20-minute game an additional five (5) minutes will be added to the clock and the first team to score any points will win the game, under golden point ruling. Should the scores remain drawn at the end of the additional five teams will swap ends and play until first points are scored.
- 2.3. The game shall be won by the team on the greater number of points. Teams will be awarded two (2) points for a win, one (1) point for a draw and zero (0) points for a loss.
- 2.4. At the end of all pool games the team positioned first within each of the pools, based on points, will advance to the semi-final game. In the event of equal points, the use of 'for/against' will determine the team to advance forward.
- 2.5. In the event of misconduct by a player during any game the referee shall, at their discretion to caution, or dismiss the offender. If a player is dismissed from any game the player will not compete any further in the day's competition program.
- 2.6. In the event of a player showing signs of concussion, the organiser's designated first aid provider (Coal Services – Mines Rescue) will remove the effected player from the field. The player will not be able to participate any further in the Charity Knockout Competition.

3. MINOR RULE CHANGES

- 3.1. Where a scrum would normally be formed this will be replaced by a handover of the ball to the non-offending team. (There will be no scrums formed in this competition).
- 3.2. All tackles made in between each team's 20 metre line (mid-field) will consist of a maximum of two (2) persons in a tackle at any one time. When inside teams 20 metre (try line area) more than two tacklers are allowed.
- 3.3. Bonus Zone - a five (5) point try for tries scored in the in-goal area between the goal posts to promote try scoring opportunities. All tries scored outside the bonus zone will remain four (4) pointers

3.4. A player who scores a try will be the player that must attempt the conversion in the form of a drop kick from 20 metres in front of the posts. Conversions must be taken within 30 seconds of scoring a try.

3.5. The scoring team then kicks off by way of drop kick.

3.6. At all penalties, the game will be restarted with tap at the mark when the referee is ready.

3.7. Dismissal of Player

3.7.1. Temporarily Dismissed Players

3.7.1.1. A player who is temporarily-suspended (sin-binned) must immediately retire from the playing field to the dressing room, or an area designated by the ground manager until the period of temporary suspension has expired.

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

3.7.1.3. If more than one player is temporarily-suspended in relation to the same incident, the period of time off commences at the same time and players will return to the field together.

3.7.1.4. When the temporary suspension expires, players must enter the field of play from an onside position.

3.7.1.5. Temporary suspension does not include time off and half time, the period of temporary suspension is the actual time that the ball is in play.

3.7.1.6. Periods of temporary suspension: 3 minutes

3.7.2. Permanently Dismissed Players

3.7.2.1. A player who is permanently dismissed (sent off and not sin-binned) must immediately retire to the teams dressing room, or an area designated by the ground manager until they have changed out of their playing uniform.

3.7.2.2. After changing, the player must not re-enter the field of play, under any circumstances and will not participate in any further games as part of the competition.

PART C - TEAMS

1. TEAM MAKE-UP

- 1.1. Both Men's and Women's teams will be formed comprising of only permanent rostered employees and/or permanent rostered contractors employed at Open Cut or Underground Coal Mines in New South Wales. Under no circumstance will individuals that do not meet these criteria will be permitted to compete in the on-field competition.
 - 1.1.1. A contractor for this purpose is an individual that is employed either by:
 - a. an entity that provides labour hire services (e.g Workpac, Programmed, One Key, etc);
 - b. an entity that has full operational control of the site (e.g Thiess, BCG Contracting, Downer)
 - c. an entity that provides specialist support services onsite and that you are permanently rostered at that mine site (e.g Westrac, Komastu)
 - d. A contractor is not an individual that employed by an entity that has a supply contract with the mine site to provide services and/or products to the mine site and the individual is not permanently attached to the mine site.
- 1.2. If a registered player is forced to leave the mine due to reasons beyond their control (eg. redundancy, transferred, company contract ceases) the player is permitted to remain with the team for this year's competition that he or she is currently registered with as long as the player is still in actively employed within the mining industry. Variations to this ruling will be subject to the approval of the organising committee.
- 1.3. No persons under the age of eighteen (18) will be able to compete in the Charity Knockout Competition. All players are encouraged to get a medical health check prior to the event.
- 1.4. Each team will consist of a minimum of fifteen (15) players and a maximum of twenty (20) players and two (2) on-field officials (Runners).
 - 1.4.1. The two (2) team official (runners/ trainers/water) must wear the designated identification vest supplied before entering the field of play. Failure to comply will see individuals removed from field of play.
- 1.5. Once players have been registered they are not permitted to change from the team they have been nominated in.
- 1.6. Teams which cannot nominate the full complement of fifteen (15) players in their team when signing in will be able to nominate additional players 30 minutes prior to the commencement of their first competition game of the Charity Knockout Competition, provided those players are working at the team's mine site and are nominated are not registered with another team.
- 1.7. Each team will field up to a maximum of ten (10) players at any one time with a maximum of ten (10) substitutes (unlimited interchange).
- 1.8. Teams not complying with rules may face dismissal from the *Charity Knockout Competition* and future *Charity Knockout Competitions* for a period determined by the organising committee.

2. INTERCHANGE

- 2.1. All twenty (20) players can be used in all pool matches, semi-finals and finals. Unlimited interchange players during each game throughout the *Charity Knockout Competition*.

PART D – GAME DAY

1. OFFICAL TEAM POOL DRAW

- 1.1. An official competition pool draw will be conducted on Friday 4 October 2019 for the men's competition. There will be Four (4) pools of four (4) teams, with the winner of each pool playing a semi-final game to secure position in the Grand Final match. The official pools draw will be published on the Charity Knockout Competition website (www.charityrugbyleagueday.com.au) and in official event program.

2. GAME DAY REGISTRATION

- 2.2. The host organiser, officials and committee will not be responsible or liable for any injury, illness or death or for any damages or claims whatsoever arising from any incident, injury or incident arising from any persons participating in the *Charity Knockout Competition* any loss of money due to injury.
- 2.3. All players on the morning of the competition must individually sign and date participation waiver on the day of the competition before being considered as a participant in The Charity Knockout Competition.
- 2.1. Teams which cannot nominate the full complement of fifteen (15) players in their team when signing on, will be able to nominate players 30 minutes prior to the commencement of their first competition game of the Charity Knockout Competition, provided those players nominated are not registered with another team.

3. OFFICALS

- 3.1. Official badged referees, appointed by the host organiser will control all games in conjunction with the rules during the *Charity Knockout Competition*.
- 3.2. All teams are to ensure that only the two (2) team officials and the listed substitute players be the only persons permitted to approach the interchange official when making a substitute.
- 3.3. All interchange player(s) must remain with the interchange official on the sideline until cleared to enter the playing field.

PART E – FIRST AID

Coal Services (Mines Rescue) is the appointed first aid provider for the Charity Knockout Competition

1. EXPECTATION & RESPONSIBILITIES

- 1.1. Mines Rescue will have a minimum of two first aiders onsite all day.
- 1.2. Mines Rescue are there to cover first aid for all team members, spectators and volunteers.
- 1.3. The first aid area will be positioned in the car park near the canteen and identifiable by the Coal Service Health Van.
- 1.4. Mines Rescue will have a plenty of ice, defibrillator, pain relief, oxygen, spine board and appropriate first aid supplies.
- 1.5. Mines Rescue will also have a representative sitting on the sideline for immediate response to an injury as required.
- 1.6. Team representative (i.e.: water runners) are to apply initial first aid, depending on the severity of the injury and the treatment being given by the team representative Mines Rescue may take over part and/or all treatment. This decision will be made by the Mines Rescue first aider giving consideration of the mechanism of the injury, the treatment being given by the team representative.
- 1.7. Mines Rescue will decide on the condition of any injured person and determine if the player is permitted to continue playing. This decision will also be made giving consideration to the mechanism and type of the injury received.
- 1.8. All calls will be made “erring” on the side of caution, if there is any doubt on the wellbeing of any participant or spectator Mines Rescue will call an ambulance.
- 1.9. Mines Rescue’s decision will be **final** and **override** any player or team representative decision.
- 1.10. In the event of a major injury Mines Rescue will liaise with the referee to determine the status of the game i.e. no injured person will be moved unless safe to do so to get the game back underway or the next game started
- 1.11. Players, Spectators and Volunteers that refuse treatment and/or refuse to follow the directions provided by Mine Rescue will be required a release.