

# RUGBY LEAGUE TOWNSVILLE & DISTRICT



## LOCAL RULES & BY LAWS

**2026**

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## **SECTION A — INTRODUCTION & GOVERNANCE**

### **1. FORWARD / PURPOSE**

The Rugby League Townsville & District shall adopt and abide by the Rules and Constitution set down by the Queensland Rugby League in conjunction with the following local rules and by-laws.

The Rugby League Townsville & District local rules and by-laws shall be amended and updated on a yearly basis. The Rugby League Townsville & District may amend the rules enclosed at their discretion throughout the season.

### **2. RLTD VISION STATEMENT**

Mission Statement Rugby League Townsville and District (RLTD) shall embrace ‘one league’ by providing quality facilities and service, guaranteeing value for money. Attract new members, nurture club, player, coaching and volunteer development whilst applying strict financial accountably measures; Embrace the NRL Core Values of: We are Inclusive; We are Positive; We are United; and We are Disciplined. Vision Rugby League Townsville and

District (RLTD), shall promote, develop, and grow the game of Rugby League. Increase our female participation and the overall RLTD participation of our junior and senior cohort.

### 3. GOVERNANCE STRUCTURE

Rugby League Townsville & District Board of Delegates.

Each board member will have a portfolio:

- Competitions
- Finance Audit & Risk Management
- Governance & Compliance
- Game Development & Stakeholders

### 4. CORRESPONDENCE & COMMUNICATION

All correspondence, including emails, shall be directed through the RLTD Operations Manager [secretary@rltd.com.au](mailto:secretary@rltd.com.au) or other designated League administrator. Correspondence directed to the Operations Manager must be sent by Club Executive Committee members (not coaches or managers.) The League's correspondence will be directed to Club President and Secretary (at a minimum) and it will be the Club's responsibility to direct communication to the relevant position.

### 5. EMAILS

- 5.1. Emails are a vital communication tool and users are advised to use this tool in a responsible, effective and lawful manner. Emails and other correspondence are subject to the QRL social media Policy and its Code of Conduct. Any email or correspondence sent with defamatory, offensive, racist or obscene remarks can result in the individual and/or Club held liable.
- 5.2. If you unlawfully forward personal, confidential information, the individual and the Club could be liable.
- 5.3. A breach of these rules may result in the offender/s facing a Code of Conduct tribunal.

### 6. SOCIAL MEDIA

- 6.1. Players, Staff, Volunteers, and Members who are found to send electronic communication or post online comments or content that may be considered as offensive, humiliating, intimidating or a form of harassment as referred to in the QRL Code of Conduct and social media Policy may face disciplinary action
- 6.2. An individual may be liable for defamation should they at any time publish information on the internet that would be considered as misleading or false.
- 6.3. All Club Officials should be conversant with the QRL social media Policy. [Template social media policy](#)

### 7. JUNIOR RESTRICTIONS ON SOCIAL MEDIA & SHARING MATCH FOOTAGE

- 7.1. No match footage, photos, or identifiable images of junior players (U6–U18) may be posted on social media without the consent of the child's parent or legal guardian.
- 7.2. Clubs and individuals must not livestream, upload, or distribute footage of junior matches unless approved by RLTD and compliant with QRL filming guidelines.
- 7.3. Footage captured for coaching or development purposes must not be shared publicly and must be stored securely.

- 7.4. Junior players must not be tagged or personally identified in posts without parental permission.
- 7.5. Any content involving minors must be respectful, age-appropriate, and must not expose players to online risk, ridicule, or unwanted attention.
- 7.6. Breaches of junior social media restrictions may be referred to RLTD and QRL for disciplinary action.

## 8. CLUB AFFILIATION REQUIREMENTS

- 8.1. Each club must hold its Annual General Meeting (AGM) prior to the AGM of RLTD and submit an End of Year Checklist & Declaration on-line through the [QRL Clubhouse](#) by the 15<sup>th</sup> of November. The Checklist & Declaration must include the following information and documents:
  - AGM Minutes
  - AGM Reports
  - President Report
  - Secretary Report
  - Treasurer Report
  - Registrar Report
  - Sub Committees & any other reports
  - Audited/Verified Financial Reports
  - Bank Statement (Most Recent)
  - Budget for Upcoming Financial Year
  - Lodgement Receipt with Office of Fair Trading Annual Return
- 8.2. Upon receipt of the End of Year Checklist & Declaration and all supporting documents, the QRL Area Manager and QRL Regional Manager will review the submission. The QRL will then contact the club to confirm compliance.
- 8.3. Once compliance is confirmed, a *QRL Affiliation Agreement Application – Clubs* will be issued. This application must be signed by either the Club President or Club Secretary and returned to the QRL Area Manager for review. The application will then be approved or denied.
- 8.4. Clubs are not permitted to open their My Sideline registrations until they have met all the Affiliation requirements as per rule 8.1.

## 9. REFUSAL OF AFFILIATION

- 9.1. RLTD or the QRL have the right to refuse an affiliation, if the Club has failed to meet its financial commitments, its EOY commitments or the Club is in material breach of the QRL Rules or any other sub-ordinate rules and has failed to remedy such breaches.
- 9.2. Clubs are not permitted to open their My Sideline registrations until they have met all the Affiliation requirements as per rule 8.1.

## 10. FINANCIAL GOVERNANCE

- 10.1. Club Treasurers shall prepare and table a report including a copy of bank statements at every general Club Committee Meeting.

- 10.2. RLTD does not support two (2) members of the same family signing Club cheques or online banking authorisations together and it is advised that Clubs arrange banking authorities to preclude this from happening and advise RLTD in writing of the process.
- 10.3. All monies received by members of a Club (other than the Treasurer) should be given to the Treasurer without delay. It is a breach of rules for any other Club member other than the Treasurer to retain Club funds, unless authorised by the Committee.

## 11. CHANGES TO FINANCIAL POSITION

- 11.1. RLTD or the QRL can request financial records of any Club if there are concerns or issues identified as set down in the QRL Affiliation Application Terms and Conditions.
- 11.2. Any Club within the RLTD is required to notify the league of any significant change to the Club's financial position that could affect the financial viability of the Club to the extent that it could place the Club in a position where it cannot meet its debts as and when they fall due and/or where its anticipated liabilities will exceed its assets.

## 12. CLUB EXECUTIVE CHANGES

- 12.1. The League Secretary and QRL must be advised in writing within seven (7) days of the resignation of any of the affiliated Club's Executive (Chairman, Secretary, or Treasurer)
- 12.2. In the case of a Club Executive member resigning, a stand in Executive Member shall be appointed within seven (7) days, who shall act in the position until a special general meeting is called. Such meeting shall be called within fourteen (14) days, when the new Executive member shall be appointed.

## 13. DIRECTIVES & COMPLIANCE

- 13.1. Clubs failing to obey any reasonable directive from the RLTD and/or rules of the Queensland Rugby League may face a fine of up to a maximum sum of \$1,500.00.
- 13.2. Club Officials, Players, Spectators, and Members failing to follow a directive, or the rules and Code of Conduct of the RLTD and/or the rules of the NRL/QRL shall be dealt with as set down in [QRL Rules Part 5](#).
- 13.3. The QRL Regional Manager may suspend teams/competitions in consultation with the Local League where there have been multiple breaches of the NRL Terms and Conditions, QRL Rules and policies, or if there are insufficient resources to maintain a safe environment.
- 13.4. The RLTD Board can at any time alter or make amendments to the rules if required.

## SECTION B — REGISTRATION & PLAYER MOVEMENT

### 14. REGISTRATION (JUNIOR & SENIOR)

- 14.1. All players must be fully registered through the approved online system MySideline, before being permitted to play in any game, trial games included.
- 14.2. All new players to a club must upload identification when registering, birth certificate or passport. Any brand-new player (never played before) **will not** have their pending registration approved until identification is uploaded into the pending registration online. Pending registration can only be approved at League level.
- 14.3. Clubs must check all pending registrations to ensure the identification matches the record. If they do not match contact the participant to rectify along with notifying [secretary@rltd.com.au](mailto:secretary@rltd.com.au)

Pending registrations that have been sitting with no ID uploaded; or the incorrect ID uploaded; for more than 2 months, will be declined.

- 14.4. Player registrations and clearance requests must be completed by **Friday at 12:00 PM**. Any requests not finalised by this deadline will result in the player being ineligible to participate that weekend.
- 14.5. A player will only be available to be selected on an online team sheet if they are fully registered.
- 14.6. Clubs may hold sign-on from the second week of January each calendar year.
- 14.7. Clubs are strongly encouraged to develop their players and attract new players to the game, so they aren't reliant on international aged players moving from other clubs to complete their full squad.
- 14.8. The RLTD will monitor and enforce [QRL Rule 4.1.9](#), where in any season, a club cannot register more than five players in an age group, who in the preceding season were registered with another club affiliated under the RLTD competition and with the QRL. Of these five players, no more than two can be from a single club.
- 14.9. At the end of each season all defaulters are to be entered on MySideline by the clubs themselves by the 31 October.
- 14.10. Clearances are not permitted if a player is as a defaulter. The Club must monitor payment and remove the 'Defaulter status' once the player becomes financial. The "Defaulter" status must be removed by the club once the player has paid their debt and becomes financial.

## 15. CLEARANCES

- 15.1. A timeframe of ten (10) working days is allowed for a clearance to be either approved or denied. If ten (10) days have passed and the player is still not cleared in the first instance you must email the club concerned asking for a reason. If there is still no response/satisfaction after the initial email, you can then contact the league requesting it to be looked at. Email to be sent to [secretary@rltd.com.au](mailto:secretary@rltd.com.au)
- 15.2. Clearance processing for the management of player movement between Clubs within RLTD competitions will commence on 15 January each calendar year.
- 15.3. The Primary Club should action the request as soon as possible within 10 business days.
- 15.4. A clearance must be fully processed through the approved online system and player has completed the club registration prior to a game being played. A player will only be available to be selected on an online team sheet once the clearance and registration is fully processed.
- 15.5. Once a Player has signed for a Club, that Player shall not play for another Club without first obtaining a clearance.
- 15.6. The clearance can be initiated by the Player (caregiver) or the gaining Club through the MySideline platform.
- 15.7. Once overall approved, the Clearance status will update to "Awaiting Participant Registration" until the Member registers to their new Club.
- 15.8. A clearance may be denied for the following reasons:
  - a) Fees in default
  - b) Fees on property owing
  - c) Pending tribunal or judiciary matters

- d) Contractual agreements in dispute
- e) Protected Player
- f) Excessive player numbers in gaining club

## 16. TRANSFER RESTRICTIONS

- 16.1. Transferring of players between **local clubs** shall cease on the 30th of June each year.
- 16.2. In any Football Year, a Club participating in a QRL Competition in the under ten (10) to under eighteen (18) competition age groups (inclusive) shall not register more than five (5) Junior Players in any one Junior age group who in the preceding Football Year were registered to play Rugby League with another QRL affiliated Club. Of these five (5) Junior Players, no more than two (2) shall be from anyone (1) Junior Rugby League Football Club. As per [QRL Rule 4.1.9](#)
- 16.3. Transfer of junior registration may be restricted in the U6 – U9 competition age groups at the discretion of the relevant RLTD Governance Committee or QRL Area Manager if deemed necessary to protect the integrity, fairness or balance of a competition.
- 16.4. Junior representative players who have participated or are currently participating in a QRL performance program delivered by a Statewide Competitions Club or equivalent in the previous calendar year are not eligible to transfer to a different junior Club in the current or following Football Year unless otherwise determined by the relevant Regional Manager. As per [QRL Rule 4.1.9](#)
- 16.5. In any Football Year, a Club participating in an RLTD competition in the Open Women's competition age group (inclusive) shall not register more than five (5) Open Women's players in any one senior age group who, in the preceding Football Year, were registered to play rugby league with another QRL-affiliated Club. Of these five (5) Open Women's players, no more than two (2) shall be from anyone (1) rugby league football Club.

## 17. TRANSFER EXEMPTIONS (JUNIOR & OPEN WOMEN'S)

- 17.1. The League may approve exemptions to Rules 16.2, 16.3, 16.4, and 16.5, where one or more of the following apply:
  - a) The Player's previous Club is no longer affiliated with RLTD
  - b) The Player's previous Club does not field a team, or has reached full capacity in the relevant grade
  - c) The Player's residential address has changed by a significant distance
  - d) The Player's incoming Club has experienced significant player turnover due to circumstances such as seasonal employment
- 17.2. Where a Club signs more than the allowable number of players as per 16.2 the League will advise who will be accepted in relation to the last allowable player signing first.
- 17.3. The League reserves the right to grant a transfer to a player if the relinquishing Club has not provided the league with a suitable explanation as to why the transfer should not be granted within 10 business days.
- 17.4. Administration of these rules is at the discretion of the RLTD via the Governance Chairperson in line with the QRL Rules 4.1.9 with no avenue for appeal via the relevant Region.
- 17.5. The RLTD together with QRL specifically reserve the right to:
  - a) Refuse to register any Player

- b) Cancel any existing registration where any of the special circumstances as set down in the [QRL Rule 4.1.16](#) and [QRL Rule 4.1.17](#).

## 18. PLAYER REGISTRATION FEES

18.1. Player registration fees payable to Rugby League Townsville & District will be based on the number of registered players in MySideline. Clubs will be invoiced two instalments: the first by Round 4 of the junior fixtures, and the final invoice after 30 June. The fee per player will be as per rule 18.2

18.2. Player registration shall be:

Year	Under 6 & 7	Under 8 -18
2026	\$60.00 plus GST	\$75.00 plus GST
2027	\$65.00 plus GST	\$80.00 plus GST

18.3. Clubs must email the RLTD Operations Manager for any player de-registrations by round 3. The list must include the player NRL number and players full name legal name. Player de-registrations will not be accepted from Round 4 onwards. Player de-registrations will not be accepted if the player has played one or more round games.

## 19. REPRESENTATIVE PLAYER SELECTION

19.1. Players not wanting to be selected for representative selection (i.e., Foley Shield or any other representative game/s) Must notify the RLTD in writing by Round 1 advising they are not available for selection. Those players who are selected and withdraw will be suspended for two weeks. Injuries are exempt with a medical certificate.

19.2. A player who participates in any Statewide Competition match on any given weekend shall not be eligible to participate in any other RLTD match on the same weekend without the approval of the relevant Statewide Club Competitions Manager (or their nominee) and the Local League Operations Manager. However, any player who plays twenty (20) minutes or less in any fixture of any level may seek approval from the Competitions Manager (or their nominee) and the Local League Operations Manager to play in a lower-level match on the same weekend. As referenced in [2026 Statewide Competitions operations manual](#)

## 20. 18-MONTH RULE WINDOW POLICIES

20.1. Players within Rugby League Townsville & District wanting to be considered for the 18-month registration window must:

- a) Complete the [RLTD 18-Month Dispensation Form](#), ensuring it is signed by the parent/caregiver and a club representative, and submit via online form.
- b) Must be submitted by **Tuesday 5pm** prior to game day.
- c) Forms will be reviewed and processed on **Wednesday evening** by the 18-Month Panel, which includes members of the Governance and Compliance Committee.
- d) Clubs will be notified of the outcome **Thursday**.

Any forms not received by **Tuesday 5pm** will be processed in the following week and the player is not permitted to take the field. Late nomination forms will NOT be accepted.

- a) Must be born in the second half of the calendar year e.g. (1<sup>st</sup> July-31<sup>st</sup> December).
- b) Must not have long playing history and be relatively new to the game.

- c) Differences in physical, mental, or emotional maturity relative to remainder of calendar group.
  - d) Feeling overly challenged in their calendar age group.
  - e) Unavailability of the applicant's calendar group.
  - f) Not have any representative playing history.
  - g) Must fit into the 85<sup>th</sup> Percentile guidelines. [85<sup>th</sup> Percentile Chart](#) or [Growth Charts - Clinical Growth Charts](#)
  - h) Not be considered for representative teams outside their 'true' age group.
  - i) Forfeit their right to play in the players 'true' age group.
  - j) A maximum of three [3] players per age group will be permitted in international age groups.
  - k) Additional provisions may be provided in extenuating circumstances (including but not limited to medical reasons).
- 20.2. Ongoing review of the players performance should exemption be granted. This may include directing the player to participate in their most age-appropriate age group at any stage.
- 20.3. Following approval from the Governance and Compliance Committee; an email will be distributed weekly collating all 18-month approvals and denials. Clubs will have 7 days from receiving the weekly email to appeal any 18-month Exemptions listed. Appeals are to be lodged via email to [secretary@rltd.com.au](mailto:secretary@rltd.com.au)
- 20.4. In line with the [NRL mixed gender policy](#), male and female participants turning 13 years of age are ineligible to participate in mixed-gender competitions under this policy.
- 20.5. Clubs cannot under any circumstances utilise this exemption to allocate players to the lower age group for the purpose of allowing additional players to clubs.

## 21. AGE ELIGIBILITY

- 21.1. As per [QRL Rule 4.1.3](#) An application for exemption is available to players who have attained the age of 17 years to play senior competitions. The application for exemption must be submitted via the governing body's application form. If an under 18 competition is offered, players who have attained the age of 18 years will be required to apply for the exemption to play in a senior competition.
- 21.2. Players who play up from Juniors (i.e., U17 players playing in any senior competition) must also sign on with the Senior Club by way of an online permit. Clubs who have one database do not require a permit. Junior players must play up within the same club unless their junior club does not have a senior club, then special permission may be given. These players must fulfil their duty to the Junior team prior to playing Senior football.
- 21.3. A Senior player is a player who is eligible to complete the standard Senior registration requirements and play in any Senior grade competition.
- 21.4. A Junior player who will be turning the age of five (5) in the calendar year, in the current year of competition, that player may with the written consent his or her Parent or Primary Care Provider, register in any under six (6) age group competition.
- 21.5. [QRL RULE 4.1.3](#) – Age Eligibility For the purpose of determining the eligibility of players to play in Junior and Senior grades in a Football Year, the age of the player as at first (1) of January of any given year, shall be the determining factor.

As per [QRL Rule 4.1.3](#)

(a) Age eligibility is as set out in the following table:

<b>Age in Calendar Year</b>	<b>Eligible Age Groups</b>	<b>Must not play</b>
5 (born in 2021)	U6	U7 or above
6 (born in 2020)*	U6	U7 or above
7 (born in 2019)*	U7	U8 or above
8 (born in 2018)	U8, U9	U10 or above
9 (born in 2017)	U9, U10	U11 or above
10 (born in 2016)	U10, U11	U12 or above
11 (born in 2015)	U11, U12	U13 or above
12 (born in 2014)	U12, U13	U14 or above
13 (born in 2013)	U13, U14	U15 or above
14 (born in 2012)	U14, U15	U16 or above
15 (born in 2011)	U15, U16	U17 or above
16 (born in 2010)	U16, U17	U18 or above
17 (born in 2009)	U17, U18	Seniors**
18 (born in 2008)	U18, Seniors **	Seniors**

- 21.6. Under 6 players are not permitted play up in under 7's or participate in the tackle ready program.
- 21.7. The Player Development Framework requires all under 7's to participate in the tackle ready program. Under 7 players are not permitted to play up in under 8 tackle.
- 21.8. Players are not allowed to permanently play in a higher grade without submitting a [Special Circumstances form](#) through their club. The form will be reviewed by the QRL Regional Manager.

## 22. FINES & PENALTIES

22.1. Teams shall automatically lose points and/or receive a penalty by way of a fine for the following:

Breach	Penalties	Penalties
Playing an unregistered player.	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Playing a suspended player.	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Playing a player over the allowable capped numbers.	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Playing a player from another team (unless that player is playing up a grade).	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Playing a player from another club (without being suitably permitted).	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Having more than the allowable number of players on the field during a game	The game will be called off and the team breaching the rule will lose that fixture	
Swapping of jerseys between players during a game.	First offence be a fine of \$500	Second offence be a fine of \$1000
Online team lists not having the correct team staff and players listed.	First offence be a fine of \$500	Second offence be a fine of \$1000
Players not listed in the correct jersey number.	First offence be a fine of \$500	Second offence be a fine of \$1000
Turning jerseys inside out to participate in a game.	First offence be a fine of \$500	Second offence be a fine of \$1000
Not abiding by the rules set down by the league.	First offence be a fine of \$1000	Second offence be a fine of \$1500
Players not playing in their designated club colours and displaying the current QRL Logo (unless prior approval has been obtained from the League).	League issues a please explain and without valid reason RLTD can issue a penalty in the way of fine.	
Players playing in a younger grade. [unless exempted under the 18-month rule]	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.
Where there are two (2) or more teams in one grade within a club that are not levelled to the satisfaction of the league.	First offence loss of two (2) competition points.	Second offence loss of three (3) competition points and a fine of \$1000.

Failure to supply video footage for a send-off or citing, or for any matter as requested by RLTD for the Match review Committee	First offense a fine of \$1000.00	Second offense \$1500.00 fine and loss of two (2) competition points
For A Grade, the Host Club must upload the full match to HUDL by 5:00pm Monday for opposition review.	First offense may result in a \$500 fine.	Second offense to comply may result in a \$1000 fine.
Where Club fails to notify a forfeit by the prescribed deadline, the host Club will be entitled to	\$350.00 compensation per affected team for loss of income	
Where the forfeit occurs within the final five (5) rounds of the competition.	compensation will increase to \$700.00 per affected team.	

22.2. Third offence loss of four (4) competition points in **all competition age groups for that club**; possible suspension for team staff and a fine determined by Rugby League Townsville & District.

22.3. Non-competitive age groups will be sanctioned by the RLTD by way of a fine.

## SECTION C — COMPETITIONS (JUNIORS & SENIORS)

### 23. INSURANCE

23.1. Player must pay the compulsory insurance component upon registration. The amount depends on the age the player turns that year. Insurance expires 30<sup>th</sup> December each calendar year.

### 24. SEASON COMMENCEMENT

24.1. The Rugby League Townsville & District junior season will commence in March each year, depending on school commencement dates with Easter and public holidays also being considered.

24.2. The Rugby League Townsville & District senior season will commence in April each year, depending on school commencement dates with Easter and public holidays also being considered.

### 25. GATE ENTRY FEE

25.1. Gate fee is set by the RLTD. Clubs can only charge the same or less than the amount set by the RLTD. Clubs are to charge a gate entry fee where possible.

Gate Entry	Price
RLTD venue junior competitions	\$5
Senior home games	\$10

## 26. COMPETITION AGE GROUP STRUCTURE

26.1. The 2026 Competitions will be:

RLTD Seniors
A Grade
Reserve Grade
Open Women
Under 19
RLTD Juniors
Under 6 – U12 inc mixed;
U13 – U17 Males;
U13, U15 & U17 Females

26.2. Each Junior Club affiliated with Rugby League Townsville & District must demonstrate its viability and capacity to field a minimum of three (3) teams, with at least one (1) team competing in a designated Competitive Grade.

26.3. Each senior club participating in Rugby League Townsville & District senior competitions must nominate a minimum of three (3) grades. This must include A Grade (compulsory), in addition to any two (2) of the following three (3) grades:

- Open Women’s
- Reserve Grade (Men’s)
- Under 19s

26.4. The League may consider extenuating circumstances made in writing to the Board prior to the deadline for nominations.

## 27. TEAM NOMINATIONS

27.1. Clubs shall be required to nominate teams for the upcoming season by the close of business on a nominated day and time each year and shall finalise their team nominations for the upcoming season, by the date nominated by the RLTD.

27.2. Clubs with two or more teams in grades from Under 6 to Under 18 shall ensure all teams are equal in relation to skills and ability, including the tiered competition if clubs choose to have two teams in the same cup.

27.3. Clubs who have trials between the same age groups to determine equal teams, should use independent selectors and notify the league of the date, venue, time & date of the trials and advise who the selectors will be.

27.4. Team naming convention:

6-12 years: [Club Name] [Grade] [team colour] TSV

13-18 years: [Club Name] [Grade] [team colour] [Division e.g. Cowboys or Blackhawks] TSV

## 28. PLAYER CAPPING

28.1. Clubs are to ensure that all teams are capped as per the following criteria:

Under 6 (Tag)	Maximum 10 players (6 on field)
Under 7 (Tag)	Maximum 10 players (6 on field)
Under 8 and Under 9	Maximum 12 players (8 on field)
Under 10 and Under 11	Maximum 15 players (11 on field)

Under 12	Maximum 20 players (13 on field, maximum 19 per game)
Under 13 and Under 14	Maximum 22 players (13 on field, maximum 19 per game)
Under 15, Under 16 and Under 17	Maximum 25 players (13 on field, maximum 19 per game)
Under 18 *If grade is in competition	Maximum 30 players (13 on field, maximum 19 per game)
<i>*Out-of-town clubs will be exempt from the capped team number requirements; however, they may only field the allowable number of teams as outlined above on game day.</i>	

28.2. Exemptions to the cap can be submitted on the [Capping Exemption form](#) will be at the discretion of the Governance and Compliance Committee, their decision shall be final.

### 29. FLOATING PLAYERS (U6–U12)

- 29.1. Clubs that have two (2) or more teams in one grade, which do not have enough players to form two teams in age groups of U6 to U12 only are permitted to have floating players. There is no limit to the number of floating players, however there is a limit of how many games floating players can play as listed below. Clubs must advise RLTD [secretary@rltd.com.au](mailto:secretary@rltd.com.au) if they will be using floating players and in what age group.
- 29.2. Teams are to have equal number of players.
- 29.3. A maximum of 5 floating players per any one game
- 29.4. Floating players can play a maximum of 3 games in each team per season (this gives the opportunity for all players to play in both teams).
- 29.5. Once all players have been rotated through the playing roster, the floating players may start again from the beginning.

### 30. TIMING & FIELD SIZE

30.1. Games at RLTD venues will be timed centrally from the RLTD office. Clubs may determine their own timing arrangements where applicable, including for mini-field matches, which will be self-timed. In circumstances where teams are required to time keep their own games, affected teams will be notified on game day.

Age Group	Time	Field Size	Maximum players
Under 6 – Under 7	4 x 10 minutes, 3-minute breaks	40 metres x 20 meters	Maximum of 6 players on the field.
Under 8 – Under 9	4 x 10 minutes, 3-minute breaks	68 metres x 30 meters	Maximum of 8 players on the field.
Under 10 & 11	2 x 20 minutes, 5-minute break	80 metres x 48 meters	Maximum of 11 players on the field.
Under 12	2 x 20 minutes, 5-minute break	100 metres x 68 meters	Maximum of 13 players on the field.
Under 13 to 19	2 x 30-minute halves, 5-minute break	100 metres x 68 meters	Maximum of 13 players on the field.
Reserve grade	2 x 35-minute halves, with 10 minutes for half time (There is no time off in this grade during round games except for rule 68).	100 metres x 68 meters	Maximum of 19 players on the field.

Women	2 X 30-minute halves with 10 minutes for half time. (There is no time off in this grade during round games except for rule 68).	100 metres x 68 meters	Maximum of 19 players on the field.
A Grade	2 x 40-minutes halves with 10 minutes for half time. (There is time off when the referee signals it).	100 metres x 68 meters	Maximum of 19 players on the field.

30.2. Mercy Rule of 50 points: Games with a difference of 50 points; The team being beaten shall tap off from halfway to provide them with good field position.

30.3. No time off will be allowed except for the following circumstances:

- a) During the general season for international grades only, if more than 30 minutes is lost due to waiting for an ambulance to arrive, it will be at the discretion of the ground manager, referee & call to RLTD league to decide if time can continue. This will be dependent upon field space and other game times.
- b) Should a game require stoppage due to extreme weather or heat, refer to the NRL Weather Policy and Heat Policy. In collaboration with coaches and referees, determine the appropriate length of games and breaks as needed.
- c) If a game is stopped before half-time due to extreme weather, the game will be declared a draw.
- d) If a game is stopped after half-time and the score difference is within two converted tries, the decision on the outcome will be at the discretion of the referee and RLTD official.

### 31. FORFEITS

31.1. A Club intending to forfeit a match must notify all parties listed below no later than 8:00pm on the Thursday preceding the scheduled Friday/Saturday/Sunday fixture.

Notification may be made verbally but must also be confirmed in writing via email to:

The opposing club	<a href="#">2026 RLTD Contact Book</a>
Referees Chairman	<a href="mailto:chairman@tdrlra.com.au">chairman@tdrlra.com.au</a> ,
Referee Secretary	<a href="mailto:secretary@tdrlra.com.au">secretary@tdrlra.com.au</a>
RLTD Operations Manager	<a href="mailto:secretary@rltd.com.au">secretary@rltd.com.au</a>

31.2. Where Club fails to notify a forfeit by the prescribed deadline, the host Club will be entitled to:

- \$350.00 compensation per affected team for loss of income.

31.3. Where the forfeit occurs within the final five (5) rounds of the competition, compensation will increase to \$700.00 per affected team.

31.4. If under clause 31.3 clubs that provide notice by the prescribed deadline under clause 31.1 may be exempt from penalties under this clause where reasonable grounds for the forfeit are demonstrated. Reasonable grounds may include, but are not limited to, the absence of lower-grade teams playing at the same venue to provide players, or multiple injuries significantly depleting team numbers (medical certificates must be provided). Any exemption from penalties will be determined by the RLTD Board, which will rule on the implementation of any applicable fine.

- 31.5. It is at the discretion of the affected Club whether to issue an invoice for a forfeit.
- 31.6. Club invoices must be issued within seven (7) days of the scheduled fixture, paid within fourteen (14) days of issue, with the RLTD Operations Manager copied on all correspondence, and failure to comply may result in suspension until all outstanding amounts are paid.
- 31.7. In the event of a forfeit, the non-forfeiting team may submit an online team list for qualification purposes.
- 31.8. Team lists must be finalised online by 9:00am on the following Monday.
- 31.9. The non-forfeiting team will be awarded twenty (20) for points, with nil (0) points against.
- 31.10. Any team forfeiting a match during the Finals Series will forfeit its finals position, with the next highest-ranked eligible team progressing.
- 31.11. Any team forfeiting four (4) or more times shall be requested to show cause as to why they should remain in the competition.

## 32. CANCELLATION FORFEITING & RAINED OUT

- 32.1. Matches may be cancelled due to inclement weather or other circumstances beyond a Club's control.
- 32.2. Prior to any decision to cancel or reschedule a match, the Chairpersons of both Clubs must consult with:
  - The Referees Association;
  - The Chair of the RLTD Competitions Committee; and
  - The RLTD Chair.
- 32.3. Where a fixture is cancelled, RLTD will determine whether the match:
  - Is rescheduled, with RLTD setting the revised date and time; or
  - Is cancelled, with the match recorded as a draw and competition points shared.
- 32.4. The RLTD Operations Manager and QRL league and club support staff must be notified of any rescheduled fixture to enable updates to be made in MySideline.

## 33. TIERED COMPETITION

- 33.1. The aim of this format for the RLTD's international age group competitions, is to create more even competitions that include teams of similar levels; retain more players participating as they progress towards senior rugby league; and encourage players to continue to develop their individual and team skills within their club.

### 33.2. **Under 13s, Under 14s, Under 15s & Under 16s – Tiered Competitions**

Two (2) tiered competitions may be conducted within each of the above age groups, subject to minimum team numbers:

#### **Cowboys Cup**

Intended for more experienced and higher-ability players.

Each team must nominate a minimum of ten (10) core players.

#### **Blackhawks Cup**

Intended for developing and less experienced players.

A minimum of twelve (12) teams must be entered in an age group for a tiered competition structure to be implemented.

- 33.3. Clubs may nominate up to two (2) teams per age group. Where a Club nominates two teams in the same Cup competition, both teams must be of equivalent playing ability.
- 33.4. Where sufficient player numbers exist to nominate a third team in an age group, that team must be entered into the Blackhawks Cup and will only be permitted once all Townsville-based Clubs have registered at least one (1) full squad in that age group. An exemption will apply where a Club fielded three (3) teams in the same age group during the previous season.

#### **34. DETERMINATION OF TEAMS IN THE BLACKHAWKS AND COWBOYS CUPS**

- 34.1. Clubs must nominate teams by set date determined by RLTD. RLTD game development committee will establish a grading panel to review results and grade Blackhawks and Cowboys cup tiers during grading rounds 1-3, with any final adjustments being made by the third round.
- 34.2. Any further re-grading after the third round is solely at the RLTD (Game Development/ Competitions Committee) discretion.
- 34.3. All international grades must participate in grading rounds.
- 34.4. All clubs must carefully consider the grade for which they nominate each team, as requests for regrades after round three will not be considered. On the advice of the Grading Committee, a regrade may occur after round three.
- 34.5. Any team that wins a lower division Grand Final may be promoted to the higher division in the following season.
- 34.6. A Grading Committee will convene at the conclusion of each season and again during the pre-season to review the results of all graded competitions and undertake a preliminary assessment of team grading for the following season, based on the assumption that all teams will return. This preliminary assessment will assist the Committee in making informed decisions when reviewing each Club's team nominations for the upcoming season.
- 34.7. Immediately following the cut-off date for team nominations and prior to the commencement of the competition rounds to finalise initial teams grading and, after grading Rounds 1, 2 and 3 to review the results to assess the merits of any further requests for Re-grading prior to the continuance of the competition season.
- 34.8. The following conditions may apply to teams re-graded into another competition:
- A team promoted to a higher graded competition will enter that competition with premiership points and 'For' and 'Against' values set at the higher-grade competition average at the time of promotion, based on the number of games completed in that competition. These values will be the points carried forward by the promoted team.
  - A team relegated to a lower graded competition will take their premiership points only and not 'For' and 'Against' points. In those instances where a team is withdrawn from a competition before the end of a complete competition round, all premiership and 'For' and 'Against' points associated with the matches played by the team withdrawn will be nullified.
- 34.9. Requests for regrading will be subject to the approval of the RLTD. All grading and re-grading decisions made by the RLTD (Game Development/ Competitions Committee) will be final.

- 34.10. Where a Club fields multiple teams within the same age group and seeks to withdraw a team from the competition, the lowest graded team must be withdrawn.

### 35. PLAYER MOVEMENTS BETWEEN BLACKHAWKS AND COWBOYS CUP TEAMS

#### 35.1. **Core Player Nominations**

Clubs entering a team in the Cowboys Cup must nominate a list of ten (10) Core Players.

- The Core Player list must be submitted to RLTD prior to the commencement of grading.
- Core Players are not permitted to move between Cups.

- 35.2. Where a Club enters two (2) teams in the same Cup competition within the same age group, the Core Player requirement will be adjusted to ten (10) Core Players per team, with separate lists submitted for each team.

#### 35.3. **Movement of Non-Core Players**

Players not named on the Core Player list (Non-Core Players) may:

- Move between Cowboys Cup and Blackhawks Cup teams within the same age group; and
- Play up into the equivalent Cup in the next age group, subject to eligibility rules.

- 35.4. Any movement of Non-Core Players that falls outside these provisions must receive prior approval from RLTD.

#### 35.5. **Core Player Restrictions**

Core Players:

- May only play for the team to which they are allocated; or
- May play up into the equivalent Cup in the next age group.
- Core Players must not play down into a lower Cup or competition.

#### 35.6. **Multiple Games in the Same Age Group**

Where a Club fields teams in both the Cowboys Cup and Blackhawks Cup within the same age group:

- A non-core player selected in the Cowboys Cup must not participate in more than one (1) match per weekend across the tiered competition, including both the Cowboys Cup and Blackhawks Cup, within the same age group.
- Blackhawks cup players may play their own game and fill in for Cowboys Cup on the same weekend if required.

- 35.7. An exemption may only be granted with prior approval of the RLTD, submitted in writing to [secretary@rltd.com.au](mailto:secretary@rltd.com.au) by 9:00am on the Friday preceding the round.

- 35.8. Where a Club fields teams in both the Challenge and Development Cups, players registered to the Development Cup (Tier 2) team may participate in Challenge Cup (Tier 1) finals provided the player has participated in a minimum of two (2) Challenge Cup matches during the regular season.

## 36. CONCUSSION RULES

- 36.1. Suspected concussion must be recorded either at the time of the incident or immediately after the game by logging into MySideline – Select Injury Cases – Click on the relevant Injury Report from the available list. Sports Trainers and team managers should all have access to MySideline manager for their respective teams.
- 36.2. A child or adolescent cannot RTS until after the 19<sup>th</sup> day after sustaining a concussion.
- 36.3. The [NRL Community Head Injury/Concussion Medical Clearance form](#) is the only form accepted as a medical clearance returning from concussion. **A generic Doctors medical certificate will not be accepted.**
- 36.4. The correct medical clearance form must be emailed to [k.ritchie@qrl.com.au](mailto:k.ritchie@qrl.com.au) and to be submitted no later than **Friday 12pm**. Submission must be made through the club or the head sports trainer.

## SECTION D — GAME DAY OPERATIONS

### 37. GAME DAY SETUP

- 37.1. All teams shall provide their own markers where they are used to mark out fields.

### 38. TEAM BENCHES

- 38.1. Player benches must be:
  - Located on the same side of the field;
  - Clearly cordoned off; and
  - Restricted to players and accredited coaching staff only.
- 38.2. Only team staff are permitted on the field at half-time. Parents, carers, and spectators are not permitted on the field.

### 39. TEAM SHEETS & SCORING

#### Online Team Sheets

- 39.1. Team Managers must complete the online team sheet for each match, including all players and team staff, for all age groups from Under 6 through to A Grade.
- 39.2. All listed team staff must be registered and appropriately accredited.
- 39.3. Where a listed staff member is unavailable on game day, the replacement must be updated online prior to kick-off and must also be registered and accredited.
- 39.4. Only players listed on the online team sheet, fully registered, fully cleared, and present and dressed to take the field are eligible to participate in a match.

Under no circumstances may a player or team staff member participate in a match if they are:

- Not listed on the online team sheet;
- Not registered; or
- Not fully cleared.

- 39.5. Any breach of the above provisions will result in penalties being applied in accordance with the RLTD Penalty Schedule 22, which may include fines, loss of competition points, or further disciplinary action.

### **Online Scoring**

- 39.6. Online scoring is compulsory for all competitions Under 13 and above.
- 39.7. Team Managers must agree on one (1) designated person to enter scores online.
- 39.8. Both Team Managers are jointly responsible for ensuring scoring is completed accurately and in accordance with RLTD requirements.

### **Under 12 Online Scoring (Following year Grading Purposes only)**

- 39.9. Under 12 matches will be scored behind the scenes for the purposes of grading and pool allocation only and will not be used for premiership points. Online scoring via MySideline may be completed from Round 6 through to the final fixture round for grading review for the following season; however, match results will not be visible online or publicly accessible. Scores must not be displayed on the field.
- 39.10. Any Club, team, or individual who publishes match scores or comments on results may be subject to a breach notice, fine, or other penalty, as determined by RLTD.

### **Scoring Discrepancies**

- 39.11. Any discrepancies relating to:
- Match scores;
  - Tries or goal-kicks attributed to incorrect players;
  - Players listed but not present; or
  - Players participating but not listed,
  - must be reported immediately following the conclusion of the match.
- 39.12. For matches conducted at RLTD-controlled venues, discrepancies must be reported to the Game Day Office, with both Team Managers present.
- 39.13. For matches conducted at non-RLTD venues, discrepancies must be reported to the hosting Club representative or ground official immediately following the match and subsequently notified to the RLTD Operations Manager by email as soon as practicable and no later than 9:00am on the next business day.

## **40. GROUND MANAGEMENT**

### **40.1. Hosting Clubs (Non-RLTD Venues)**

Where a Club is hosting fixtures at its own venue, the Host Club must appoint one (1) Ground Manager per field and provide the name and contact number of the appointed Ground Manager to the RLTD Operations Manager and all visiting Clubs prior to match day.

The Ground Manager shall be responsible for:

- Ensuring all matches are conducted in accordance with RLTD and QRL rules and policies;
- Managing operational issues, complaints, or queries on match day; and

- Immediately reporting any incidents, misconduct, or breaches to designated club operations team or club management committee.

#### 40.2. **RLTD Venues**

For fixtures conducted at RLTD-controlled venues, the Club allocated as the home team manager for each match will be designated as the Ground Manager for that field for the duration of the fixture.

The designated Ground Manager shall:

- Manage the field of play and surrounding areas in accordance with RLTD and QRL requirements;
- Act as the primary point of contact for reporting rule breaches, misconduct, or poor behaviour; and
- Notify the RLTD Game Day Office and/or the RLTD Operations Team of any incidents or concerns as soon as practicable.

#### 40.3. **Accreditation Requirement**

All persons performing Ground Manager duties must have completed the Ground Manager course.

40.4. All team managers must complete the Ground Manager Course.

#### 40.5. **Field Marshals**

For matches conducted at RLTD-controlled venues, Field Marshals will be rostered and rotated by RLTD. For each match, one (1) Field Marshal from each competing team from the subsequent game will be required to fulfil Field Marshal duties, as directed by RLTD.

The Field Marshal shall:

- Monitor the field of play and immediate surrounds; and
- Report any rule breaches or inappropriate behaviour to the designated Ground Manager.

40.6. All matters must be reported to the designated Ground Manager, who will notify the RLTD Game Day Office or RLTD Operations Team as required.

40.7. Failure to supply a Field Marshal when rostered by RLTD may result in a breach notice and/or penalty.

### **41. CLUB BASED REFEREES**

41.1. Rugby League Townsville & District (RLTD) will implement the Club Based Referee Program for Under 8 to Under 12 competitions commencing in the 2026 season. This initiative is supported by the QRL as a key strategy to develop and grow the referee pathway. The Townsville & District Rugby League Referees Association (TDRLRA) will remain responsible for the appointment of referees for Under 13 through to senior fixtures.

41.2. All clubs are required to provide Club Based Referees for all Under 8 to Under 12 fixtures. Compliance with this requirement is a condition of a club being approved to host home games

41.3. Each club must appoint a Club Based Referee Coordinator. The coordinator is responsible for managing referee appointments for Under 8 to Under 12 home games and will work in

partnership with the RLTD Referee Coordinator to ensure appropriate coverage, support, and compliance.

41.4. Clubs must operate in accordance with the [RLTD Club Based Referee Handbook](#), as amended from time to time.

## 42. SENIOR AWARDS 3–2–1 POINTS (SENIOR COMPETITIONS)

- 42.1. RLTD will utilise a designated online application to administer the submission of 3–2–1 points for all senior competitions. The application will provide automated notifications and reminders to Team Managers or designated Club officials to ensure timely submission.
- 42.2. Prior to the commencement of Senior Round 1, RLTD will conduct a mandatory training session for all senior Team Managers or nominated Club representatives on the use of the application and the 3–2–1 points process.
- 42.3. The Home Team is responsible for allocating and submitting the 3–2–1 points as follows:
- 3 points – Player from the winning team
  - 2 points – Player from the losing team
  - 1 point – Player from the winning team

### 41.4. Allocation Where Margin Is 30 Points or More

Where the winning margin is thirty (30) points or greater, the 3–2–1 points will be allocated as follows:

- 3 points – Player from the winning team
  - 2 points – Player from the winning team
  - 1 point – Player from the losing team
- 42.4. All 3–2–1 points must be submitted via the designated application no later than 5:00pm on the Monday following each round.
- 42.5. Failure to submit points within the required timeframe will result in no points being allocated.
- 42.6. Any player suspended for a striking charge or contrary conduct will be automatically ineligible.

## 43. GAME TIMES

- 43.1. Game times for Junior Competition fixtures will be set by RLTD and may be amended from time to time.
- 43.2. Standard game times for Senior Competition fixtures are as follows:

### GAME TIMES

Friday	Saturday Option 1	Saturday Option 2	Sunday
6:00 pm	12:15 pm	2:15 pm	11:15 am
7:30 pm	1:30 pm	3:30 pm	12:30 pm
	3:00 pm	5:00 pm	2:00 pm
	4:30 pm	6:30 pm	3:30 pm

- 43.3. Out of town home games on Saturday – No A grade game can start later than 6pm (unless an agreement has been worked out between both clubs and the referee’s association) with the exception of Bowen where an A Grade game can start no later than 6pm.
- 43.4. Exemptions to play outside of these times may be granted with consultation from both teams, the RLTD Board and the Referees Association. All must be in agreeance. Where possible, game times should not conflict with Cowboys or Blackhawks home games.

#### 44. CHANGE OF GAME TIMES

- 44.1. Clubs hosting home games and seeking to amend scheduled game times must:
- Submit requests by 12:00pm Tuesday, two (2) weeks prior to the affected fixture;
  - Obtain written agreement from the visiting Club and the Referees Association;
  - Obtain approval from RLTD prior to any change; and
  - Notify RLTD via email to [secretary@rltd.com.au](mailto:secretary@rltd.com.au) to allow updates to be made online.
- 44.2. Once approved, the Host Club is responsible for notifying all stakeholders. Failure to do so may result in a breach notice and/or fine.
- 44.3. Notwithstanding the above, RLTD reserves the right to amend game times where required due to operational, safety, scheduling, broadcast, weather, or competition management considerations. Where practicable, RLTD will consult with affected Clubs and the Referees Association prior to implementing any changes.

#### 45. HOME GAMES

- 45.1. RLTD will use best endeavours to ensure all Clubs receive a fair allocation of home games.
- 45.2. Host Clubs wishing to schedule junior “showcase” matches during senior home fixtures must obtain prior approval from RLTD and advise the teams and age groups involved.

#### 46. TEAM NUMBERS

- 46.1. The maximum number of players permitted per team for a match is as follows:

**Under 13s to Under 19s, Women’s, and Reserve Grade:**

A maximum of nineteen (19) players may be used during a match. Only nineteen (19) players may be listed on the online team sheet in MySideline. Any players listed in excess of nineteen (19) will be removed.

**A Grade (Men’s):**

A maximum of seventeen (17) players may be used during a match. Only seventeen (17) players may be listed on the online team sheet in MySideline. Any players listed in excess of seventeen (17) will be removed.

- 46.2. On-Field Player Limit. At no time may more than thirteen (13) players from each team be on the field of play.
- 46.3. Players in Under 6 and Under 7 are required to play a minimum of 10 minutes per game. (Game times may be broken)
- 46.4. Players in Under 9 to Under 11 are required to play a minimum of 20 minutes per game. (Game times may be broken).
- 46.5. Players in Under 12 are required to play a minimum of 20 minutes per game. (Game times may be broken)

## 47. INTERCHANGE

- 47.1. Both player benches are to be on the same side of the field.  
Interchange players, water runners, trainers, and FAOs are to operate from the clearance line and not the touch line.
- 47.2. Interchange players are to report to the touch judge and gain his/her permission before being permitted to take the field.
- 47.3. No interchanges are to take place at a scrum from either side, other than in the case of an injury replacement.
- 47.4. A Grade Only - Interchange numbered cards are to be placed in a container (supplied by the home team) placed between the team benches.
- 47.5. A Grade Men's matches will operate under a limited interchange system, with a maximum of ten (10) interchanges permitted per team per match:
  - Teams may nominate and use a maximum of four (4) reserve players.
  - Teams exceeding the permitted number of reserve players or interchanges will be deemed to have used an unqualified player.

### Interchange Exemptions

An interchange will not be counted toward the interchange limit where:

- A player is injured as a direct result of foul play and the offending player is sin-binned or dismissed, provided the injured player leaves the field without delay and by the time the referee has ruled on the incident; and
  - The subsequent interchange involving either the return of the injured player or the replacement of that player.
- 47.6. Unlimited interchange shall be permitted in Under 13 to Under 19, Reserve grade, Open Women's.

## SECTION E - COACH / MANAGERS / SPORTS TRAINERS / LEAGUESAFE

### 48. ACCREDITATION

- 48.1. All Team Officials must:
  - Hold the appropriate NRL accreditation for their role prior to taking up duties;
  - Complete all required online modules before participating; and
  - Complete any required face-to-face components by 30 June.

Failure to comply will result in the Team Official being stood down immediately until requirements are met. Where accreditation lapses, the individual must re-complete the full accreditation process.

- 48.2. It is the responsibility of the club to ensure that all team staff as listed above are:
  - Registered with their club under their correct name as per license or Birth certificate.
  - All staff listed above are fully accredited for the role they are performing.

### 49. OFFICIALS REGISTRATION & ELIGIBILITY

- 49.1. All Team Officials must:
  - Hold a valid Volunteer Blue Card;

- Be registered online with their Club via [playrugbyleague.com](http://playrugbyleague.com) under their legal name;
- Complete the [Patrons of the Game course](#); and
- Be listed on the official team sheet.

49.2. Team Officials who are not compliant by Round 1 are not permitted to act in their role. Clubs are responsible for ensuring compliance. Breaches may result in loss of competition points and/or fines.

## 50. OFFICIALS SIDELINE & MATCH CONDUCT

50.1. Team Officials must:

- Remain seated or standing adjacent to their team's player bench;
- Not approach or engage with match officials regarding performance;
- Ensure parents, spectators, and non-participants remain clear of the bench area; and
- Monitor and address inappropriate behaviour by spectators associated with their team.

50.2. Sports Trainers and Leaguesafe must not patrol the sideline. One warning may be issued before removal from the venue.

50.3. Sports Trainers shall wear a designated fluorescent **Blue** (Level 1) or **Orange** (Level 2) **Green** (league First Aid) shirts displaying the current QRL Logo identifying them as sports trainers.

50.4. Leaguesafe shall wear a designated fluorescent **Yellow** (leaguesafe) shirts displaying the current QRL Logo identifying them as sports trainers.

50.5. Sports Trainers must not treat opposition players unless requested or approved by the opposition team's officials.

50.6. Coach; Manager; Sports Trainers, LeagueSafe will be recognised as club officials and are required to monitor and deal with bad behaviour of parents and spectators associated with their team / club.

50.7. League First Aid, Level 1 & level 2 sports trainers are NOT to attend to players from the opposition team without approval or by request of opposition team Sport trainer in attendance; or at the request of the opposition team officials.

## 51. OFFICIALS ALCOHOL, DRUGS & WELFARE

51.1. Team Officials and any person working with or caring for players:

- Must not consume alcohol or drugs before or during training, matches, carnivals, tours, or while in care of players.

51.2. Any breach of this clause may result in an indefinite ban from holding any position within Rugby League Townsville & District.

## 52. OFFICIALS DISCIPLINE & COMPLAINTS

52.1. Where complaints are received regarding the behaviour or conduct of Team Officials, RLTD may refer the matter to the Northern Disciplinary Review or Tribunal.

## 53. AMBULANCE

53.1. It is the responsibility of the Sports Trainer to call an Ambulance if required and provide the following information:

- The name of the grounds and address – 132 Kern Brothers Drive Kirwan.

QAS know our gates, they have been given a mud map. Please advise of the gate number they should come to as per below:

- Gate 1 services the mini fields field 3 and northern end field 2
- Gate 2 services the northern of field 1
- Gate 3 services the southern ends of field 1 and 2

- 53.2. The name age and condition of the player and any other relevant information required by the operator.
- 53.3. Key for the gate 3 can be collected from the ticket office at the southern end.
- 53.4. Key for all other gates can be collected from the game day office.
- 53.5. Please do not come to the office and ask the office to call an ambulance.

#### **54. MATCH OFFICIALS**

- 54.1. Match officials for Under 13 through to A Grade fixtures will be appointed by the TDRLRA Referees Association
- 54.2. The TDRLRA will be responsible for the payment of match officials for Under 13 to Senior fixtures.
- 54.3. Host Clubs are responsible for the appointment and payment of match officials for Under 6 to Under 12 fixtures.
- 54.4. For Under 6 and Under 7 matches, team coaches will officiate their own games.
- 54.5. Where required, Host Clubs may be responsible for supplying touch judges for Under 13 to Under 18 matches, only where the Referees Association is unable to provide them:
- Adequate notice will be given by the Referees Association.
  - Each competing team must supply one (1) volunteer touch judge.
  - Volunteer touch judges must be 13 years or older and wear closed-in footwear.

All complaints regarding the performance of match officials must be:

- Submitted in writing;
  - Lodged through the complainant's Club in the first instance; and
  - Received no later than close of business two (2) days following the relevant match.
- 54.6. The Club Executive will determine whether the complaint is to be forwarded to the relevant officiating body for review.

Under no circumstances are:

- Written complaints to be submitted directly to the TDRLRA Referees Association; or
- Referees or TDRLRA officials to be approached, contacted, or engaged regarding the performance of match officials.

#### **55. CLOTHING & EQUIPMENT**

- 55.1. All players must play in designated club colours displaying the current QRL logo.
- 55.2. As RLTD transitions into the 2027 season and beyond, all Clubs must include the North Queensland Cowboys logo on any new jersey orders. Clubs must consult with the RLTD

Operations Manager and obtain the required guidelines and approvals prior to placing orders. Where a Club operates on a multi-year jersey cycle, the Club must consult with RLTD to determine whether an exemption or transitional arrangement may apply.

- 55.3. Clubs with one or more teams in the one grade are to ensure that uniforms are not similar when playing one another, to assist referees with team identification, referees may refuse to officiate where team uniforms are similar.
- 55.4. Under no circumstances are jerseys to be worn inside out.
- 55.5. All jerseys shall be clearly and suitably numbered.
- 55.6. Under 6 teams can either wear T-shirts with current QRL logo and club logo on it or club jerseys.
- 55.7. Permission must be obtained from the RLTD prior to teams taking the field in non-designated uniforms; the opposing team will be notified prior to the commencement of the game if permission is granted.
- 55.8. Clothing shall only be purchased from an approved Queensland Rugby League distributor. Contact your QRL representative for a list of approved suppliers.
- 55.9. Players are permitted to wear sports glasses or sports goggles during Rugby League matches, provided the equipment is assessed and approved as suitable. Prior to being permitted to wear sports glasses or goggles in a match, the player must submit medical confirmation from an optometrist, ophthalmologist, or general practitioner to the local Junior Rugby League administration, confirming that the player is required to wear the visual aids while participating in Rugby League. [NRL Sports Glasses/Sports Goggles Policy](#).
- 55.10. Compression Garments are allowed to be worn with the following conditions;
  - The garments do not extend below the elbow or knee.
  - They must be black or match the colour of the club uniform.
  - They do not have any markings other than the manufacturers name.
  - An exception letter has been obtained from the Northern Region Manager for medical reasons.

## 56. FOOTWEAR

- 56.1. All players shall wear footwear:
  - Under 6 players are to wear closed in shoes (jogger/ football boots).
  - Under 7 to Under 12 (both inclusive) players to wear moulded sole shoes only.
  - Under 13 to Under 18 (both inclusive) screw in tags are permitted.
- 56.2. Ball persons are required to wear closed-in footwear. Croc-style or similar footwear is not permitted.
- 56.3. All players, LeagueSafe, Sports trainers are required to wear closed-in footwear. Croc-style or similar footwear is not permitted.
- 56.4. All coaches and managers must wear closed-in footwear when officiating. Croc-style or similar footwear is not permitted.

## 57. FOOTBALLS

- 57.1. Clubs are to supply footballs for all games.
- 57.2. Game footballs shall be Steeden (brand) displaying the QRL logo.
- 57.3. Games shall not commence until two (2) balls are available.

57.4. Each club shall provide one white Steeden game ball (1) football per game.

### **58. SIN BIN / SEND-OFF PROCESS**

- 58.1. At RLTD Grounds - Players sent to the sin bin must report to the game day office and remain seated in the designated area. Time will not commence until the player is seated in the designated area. (It is advisable that the LeagueSafe escort the player to the sin bin area and provide a water bottle).
- 58.2. At club home games - Players sent to the sin bin must report the allocated area as advised by the home club. Time will not commence until the player is seated in the designated area. (It is advisable that the LeagueSafe escort the player to the sin bin area and provide a water bottle).
- 58.3. Players while in the sin bin who do not follow the direction of an Official or who swear, be abusive or disrespectful, will not be permitted to take any further part in the game and will be automatically suspended for a period of two club fixtures.
- 58.4. Anyone other than a team official is not permitted to talk to a player while in the sin bin.
- 58.5. Players who are 'Sent' from the field shall leave the playing area immediately (this includes the reserve bench)
- 58.6. Where a player is sent off/ or player is put on report the following shall occur:
- 58.7. Match Officials to submit On Field Reports via Cognito by **9am** on the first business day following the match.

## **SECTION F — VIDEO, HUDL, MATCH REVIEW**

### **59. VIDEO REQUIREMENTS**

- 59.1. Clubs will be supplied with Hudl cameras for use of recording international grades. Where cameras are unavailable or not operational, Clubs must record their own matches.
- 59.2. All international grade matches must be recorded in full and uploaded to HUDL by 12:00pm (midday) on the Monday following the match. The Host Club is responsible for recording and uploading all footage.
- 59.3. The full match must be recorded without interruption and remain unedited. Incident footage (send-offs, reports, or Match Review requests) must be cut, clearly labelled (Age Group – Player Number – Club Name), and uploaded by 12:00pm Monday.
- 59.4. Failure to supply footage for a send-off, citing, or Match Review Committee request will result in a \$1,000 fine. Any second or subsequent breach will result in a \$1,000 fine and loss of competition points. Mitigating circumstances must be advised to the RLTD Operations Manager prior to match commencement.
- 59.5. For A Grade, the Host Club must upload the full match to HUDL by 5:00pm Monday for opposition review. Failure to comply may result in a \$500 fine.

The following are not valid excuses for non-compliance:

- Flat batteries;
- Camera stoppage;
- Edited or poor-quality footage;
- Failure to provide requested footage; or

- Use of mobile phone footage. A \$1,000 fine applies.

## 60. MATCH REVIEW

- 60.1. Northern region Admin to distribute summary of all charges determined by the MRC to all clubs. Clubs to notify players. (Cognito link supplied in email)
- 60.2. The club/player can accept or contest the charges.
- 60.3. Clubs to submit the plea form via Cognito (link supplied in email sent Tuesday) This must be submitted by **Wednesday 5pm.**
- 60.4. All appeals will be heard Thursday evenings via teams meeting (online) by the Northern Leagues Judiciary Panel. Time and link will be emailed to the player.
- 60.5. Video evidence may be used for support when defending a charge at a Judiciary or disciplinary tribunal. Legal representation is not permitted without authority.
- 60.6. Any notice of appeal by a guilty person shall be accompanied by the following appeal fee;
  - In the case of an appeal to the relevant Region - \$1000.00
- 60.7. The Appeals Tribunal will determine whether the appeal fee stands in whole or in part in the event of the appeal being successful. No party who is subject to proceedings before a Judiciary/Disciplinary Tribunal shall be entitled to institute legal proceedings until such time as they have exhausted all avenues of appeal applicable under these Rules and the decision of the appellate body has been notified to all parties in writing.

\*\*For further clarification of rules please refer to [Part 5 of QRL Rules.](#)

## 61. CITINGS

- 61.1. Citing's will be via a Cognito form and must be submitted by **5pm** the Monday following the weekends matches.
- 61.2. Citing's can only be submitted by the Club Chairman
- 61.3. A clip of the citing must be uploaded to HUDL prior to the Cognito form submission and must be labelled in the following format: **Citing – team - Age Group – Jersey #**
- 61.4. All Match Review Committee decisions shall be based on one of the following:
  - A written complaint received by the Match Review Committee from the Chairperson of the local league relating to an alleged incident and any such further evidence (e.g., video evidence of the incident) as determined by the Match Review Committee; or
  - A written complaint received by the Match Review Committee from the Chairperson of an affected player's Club which is supported by video evidence (noting that this may include a fee prescribed in Local League Rules or published by the Local League from time to time).
- 61.5. Procedures for match Review Committees as per [QRL Rules 5.2.1](#)

## 62. REPORTING & CONDUCT

- 62.1. Host Clubs must notify RLTD immediately of any send-offs, misconduct, or Code of Conduct breaches, including:
  - Offender's name
  - Club
  - Position
  - Address

- Age group

Reports must be emailed to [secretary@rltd.com.au](mailto:secretary@rltd.com.au)

62.2. Where issues between Clubs are resolved on the day by mutual agreement, the Host Club must notify RLTD. RLTD may take further action if outcomes are unacceptable or notification is not received within three (3) days.

## **SECTION G — FINALS & SPECIAL COMPETITIONS**

### **63. COMPETITION POINTS & LADDER DETERMINATION**

63.1. Competition points will be awarded as follows (all grades):

- Win – 2 points
- Bye – 2 points
- Draw – 1 point
- Loss – 0 points
- Forfeit – 2 points, with twenty (20) points For and Against allocated
- Washout (inclement weather) – 1 point to each team
  - In the event of a full-round washout, teams with a bye will also be awarded one (1) point
- Disqualification of a match – 0 points, or as otherwise determined by RLTD

63.2. Ladder positions will be determined in the following order:

1. Highest competition points
2. Points differential (Points For minus Points Against)
3. Head-to-head results between the tied teams during the regular season

63.3. No mid-week play-offs will be conducted to determine ladder positions.

63.4. Where a competition age group consists of more than twelve (12) teams, RLTD may implement two (2) or more group finals, as determined by the League.

### **64. PLAYER QUALIFICATIONS FOR FINALS**

64.1. To be eligible to participate in the Finals Series, players must have played a minimum requirement in the relevant grade during the regular season in the following competitions:

- Six (6) Junior Competitions (Under 13 to Under 17, where finals are conducted); and
- Four (4) Under 19s, Reserve Grade, Women's, and A Grade competitions.

64.2. Junior players playing up a grade are required to play three (3) games for that team in the higher grade in the current season.

64.3. If the age group they are playing in is eliminated from the finals, that player cannot go back and play in the lower grade final, regardless of how many games they have played.

64.4. Any Junior playing approved to play up a grade permanently is not permitted to play any games or finals in their true age group.

## Movement Between Grades

- A player who qualifies for a lower grade remains eligible to participate in the finals of a higher grade, subject to selection.
- A player who is qualified in a higher grade may not participate in a lower-grade Finals Series unless:
  - They have failed to gain selection in the higher grade playing on the same weekend and provided, they have played a minimum of 3 matches for the lower-level team during the regular season

## A Grade / Reserve Grade Qualification

Where a player has participated in more A Grade matches than Reserve Grade matches, and the A Grade team does not qualify for finals:

- The player is not eligible to participate in Under 19, Reserve Grade finals unless they have separately met the qualification requirements for both grades.

64.5. In accordance with QRL Rule 4.1.6, a player primarily registered with a State-Wide Competition Club may participate in the finals of a local RLTD competition provided the player has:

- Participated in a minimum of three (3) matches in the current season; or
- Otherwise satisfied the finals qualification requirements set by QRL.

## 65. FINALS EXEMPTIONS

65.1. All final exemptions for player qualification exemptions for finals must be:

- Submitted no later than two (2) weeks prior to the commencement of semi-finals; and
- Lodged via [Finals Exemption Form](#)

65.2. All finals eligibility determinations will be finalised prior to the commencement of the Finals Series.

65.3. The RLTD reserves the right to disqualify teams from participating in the finals if invoices are overdue.

65.4. Any team forfeiting in any match of the final series, will forfeit their position in the finals. The next highest ranked team will take their place.

## 66. FINALS FORMAT

Top Four (4) Finals Series

The Finals Series will be conducted over three (3) weeks as follows:

Week 1 Semi Final	
<u>Major Semi-Final</u> <ul style="list-style-type: none"><li>• 1st place vs 2nd place</li><li>• Winner progresses directly to the Grand Final</li></ul>	<u>Minor Semi-Final</u> <ul style="list-style-type: none"><li>• 3rd place vs 4th place</li><li>• Winner progresses to the Preliminary Final</li></ul>

<ul style="list-style-type: none"> <li>• Loser progresses to the Preliminary Final</li> </ul>	<ul style="list-style-type: none"> <li>• Loser is eliminated</li> </ul>
<b>Week 2 Preliminary Final</b>	
<ul style="list-style-type: none"> <li>• Loser of the Major Semi-Final vs Winner of the Minor Semi-Final</li> <li>• Winner progresses to the Grand Final</li> <li>• Loser is eliminated</li> </ul>	
<b>Week 3 Grand Final</b>	
<ul style="list-style-type: none"> <li>• Winner of the Major Semi-Final vs Winner of the Preliminary Final</li> </ul>	

66.1. There will be no mid-week play-offs to determine fourth place. Where required, the highest-ranked eligible fourth-placed team, determined by points differential, will progress to the Finals Series.

### 67. EXTRA TIME & GOLDEN POINT (FINALS MATCHES)

67.1. In the event of a match being tied at full time in any Finals Series match, extra time and golden point will apply as follows:

- Extra time will commence following a coin toss, conducted in accordance with the Laws of the Game.
- Extra time will consist of two (2) periods of five (5) minutes.
- If no points are scored during the first five (5) minutes:
  - The referee will cease play;
  - Teams will change ends; and
  - The team that did not kick off to commence extra time will kick off to begin the second period.
- If scores remain tied after both periods, play will continue on an unlimited golden point basis until a team scores, at which time the referee will call full time.

#### Interchange (Senior Finals Series Only)

- Teams will be permitted one (1) interchange during extra time.
- Unused interchanges from regular time do not carry over into extra time.

### 68. TIME OFF – FINALS SERIES

68.1. Grand Finals:

- With the exception of A Grade where time off is played as per normal competition
- Time off will apply for injuries at the referee's discretion.

Other Finals Matches:

- There will be no time off for injury, except where:
- An ambulance has been called; or

- In Under 13 to Under 18 matches, within the final five (5) minutes of play, where the referee signals time off and the timekeeper determines the match is in the balance.

68.2. Time off is permitted in Women's, Reserve grade and Under19 in the last five (5) minutes of the game only if the scores are within (2) converted tries and the outcome of game could be affected. Time off is to be signalled by the Referee and is at the Referees discretion.

## 69. CLUB CHAMPIONSHIPS (JUNIOR & SENIOR)

69.1. Clubs must meet the following minimum participation requirements to be eligible for Club Championships:

### **Junior Club Championship:**

- Clubs must field a minimum of four (4) teams across the Under 13 to Under 17 age groups.

### **Senior Club Championship:**

- Clubs must field a minimum of three (3) teams in Senior competitions.

69.2. Club Championship standings will be determined by calculating the average competition points per team, using the following method:

- The total aggregate competition points earned by all eligible teams from a Club will be divided by the number of teams entered by that Club; and
- The Club with the highest average competition points will be declared Club Champions

## 70. CARNIVALS

70.1. Clubs hosting a carnival must submit a Permission to Host application via the approved online form. All teams participating in a carnival, including local and out-of-district teams, must submit a Permission to Participate application prior to the event

70.2. All team staff must be fully registered and hold current accreditation.  
All players must be fully registered for the current season.

70.3. Where a Club wishes to utilise players from another team for the duration of the carnival:

- An online permit must be approved prior to the commencement of the carnival;
- Players are not eligible to participate until the permit is finalised; and
- Players may only be drawn from teams not participating in the carnival.

70.4. Clubs hosting a carnival must provide the Queensland Rugby League (QRL) with a list of participating teams no later than two (2) weeks prior to the commencement of the carnival.

## 71. COMPLAINTS

71.1. All complaints submitted to Rugby League Townsville & District (RLTD) must:

- Be lodged in writing via email; and
- Be submitted by a Club Executive only.
- Complaints must be received by RLTD within forty-eight (48) hours of the incident occurring. Where applicable, Clubs will have a further twenty-four (24) hours to provide supporting material, including video evidence and/or witness statements.

- 71.2. Spectator complaints must be directed to the spectator's Club. The Club Executive may determine whether the matter is progressed to RLTD.
- 71.3. Any major incidents must be reported to the Game Day Office immediately.
- 71.4. Any person found to have knowingly provided false, misleading, or malicious verbal or written statements may be charged with vilification and referred to a Disciplinary Tribunal.
- 71.5. Complaints may also be lodged through the [QRL Incident Reporting form](#) where applicable.

## **SECTION H — APPENDICES**

### **72. APPENDICES**

The following appendixes refer to all junior and senior players, team staff, spectators, volunteers and or anyone who enters the grounds and is involved in any way in the game of rugby league under the auspices of the Queensland Rugby League and Rugby League Townsville and District.

**APPENDIX A – [RLTD CODE OF CONDUCT POLICY](#)**

**APPENDIX B - [REPRESENTATIVE PLAYERS CODE OF BEHAVIOUR POLICY](#)**

**APPENDIX C - [ANTI-BULLYING POLICY](#)**

**APPENDIX D - [SMOKE & VAPE FREE POLICY](#)**

**APPENDIX E - [ALCOHOL / DRUG FREE POLICY](#)**

**APPENDIX F - [ANTI- DISCRIMINATION AND EQUAL OPPORTUNITIES POLICY](#)**

**APPENDIX G – [RLTD COMPLAINTS PROCEDURE POLICY](#)**

**APPENDIX H – [SUN SAFE POLICY](#)**

### **73. QRL & NRL POLICIES**

#### ***NATIONAL RUGBY LEAGUE POLICIES***

[National Registration Policy](#)

[NRL On Field Policy](#)

[NRL Privacy Policy](#)

[NRL Terms of Use](#)

[Concussion Policy and Management Guidelines](#)

[NRL Member Protection Policy](#)

[National Clearance and Permits Policy](#)

[National Coach Accreditation Policy](#)

[Safeguarding Children and Young People Policy](#)

[Return to Play Policy](#)

[Infectious Disease Policy](#)

[NRL Sports Glasses/Sports Goggles Policy](#)

[Sun Protection Policy](#)

Mixed Gender Policy

Leagues Anti-Doping Policy

Unmanned Aerial Drone Policy

Mouthguard Policy

Neck Injury & Cervical Collar Policy

Pregnancy Policy

***NATIONAL RUGBY LEAGUE GUIDELINES***

Heat Guidelines

Electrical Storm Safety Guidelines

Child Safe Code of Behaviour

Safeguarding Children and Young People: Complaints and Reporting Procedure

Safeguarding Children and Young People: Induction and Training Requirements

SafePlay Code