



2012 ABF Event

RULES AND REGULATIONS



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EVENT RULES

1. The 2012 ABF Event will be officiated using the
THE AUSTRALIAN RUGBY LEAGUE LAWS OF THE GAME AND NOTES ON THE LAWS - FEBRUARY 2010, the
NATIONAL CODE OF CONDUCT, and the
ARL ON-FIELD POLICY.
2. **All** players are to be of Aboriginal or Torres Strait Islander descent.
3. **All** Players must have a health check at QAIHC / AMS (1 month prior), failure to do this deems the offending individual/s ineligible to participate in the event.
4. **All** Open Men & Women Teams must fill out Australian Electoral Commission Form (1 month prior, failure to do this may deem the individual/s ineligible to participate in the event.
5. **All** Under 15 players must have 90% attendance at School (from 1st July), failure to do this deem the individual/s ineligible to participate in the event.
6. Only players born in 1997 or later are eligible to participate in the Under 15's competition.
7. Contrary-Conduct / Inappropriate behaviour by Players, Coaching and/ or support staff will see instant withdrawal of the offending player/s and/ or team from the ABF event (over the 4 days).
8. The playing schedule can be altered to accommodate television needs and timeframes.
9. All participating team Managers or suitable representatives are to attend the official draw at Briggs Road Ipswich at 5pm, on Wednesday 26th September 2012.

TEAM NOMINATIONS

- All team nominations must be registered with the ABF by 5:00pm Friday 6 July 2012, accompanied by a NON- REFUNDABLE nomination fee of:
 - Open Men - \$2750
 - Open Women - \$1650
 - U15 - \$385
- Once a team has registered with the ABF there will be no refund of the nomination fee, regardless of whether the team decides to withdraw from the event, or is unable to make the event for whatever reason/s.
- Teams nominating in the U15 competitions are responsible for ensuring that their players are the correct age.
 - Only players born in 1997 or later are eligible to participate in the U15's competition.

TIMEKEEPING

Each field will have separate time keepers. Both games will start and finish at the same time.

In the case of a long term injury / or a player that cannot be removed from the field of play, the restart and period of play will be determined the MRL Events Coordinator.

GAME RULES

- In the event of misconduct by a player the Referee shall, at his discretion, caution, temporarily suspend for ten (10) minutes, or dismiss the offender.
- The game shall be won by the team who secures the greater number of match points that are available (5 in total), as listed below:
 - Maximum 5 points per game
 - Win first half – 1 point
 - Win second half – 1 point
 - Winner of game – 3 points
 - Draw – half points for each team

DRAWN GAMES (Semi & Grand Final only)

In the event of a tied game after full-time, the following criteria will apply: -

- A further five (5) minutes each way will be played.
- A toss of the coin will be used to determine who shall restart the match.
- The first scorer in extra time shall be declared the winner and the match will conclude.
- Should scores still be equal following extra time, then the criteria, as below, will be used to determine the winner.
 1. The team scoring the most tries will be declared the winner.
 2. If tries are equal, the team scoring the first try will be declared the winner.
 3. Where no tries are scored, the team scoring the first points will be declared the winner.
 4. Where no points are scored, the team receiving the most penalties will win. Conversely, the team conceding the most penalties shall lose the match.
 5. When penalties are even, the team receiving the first penalty will be declared the winner.

TEAM RULES

- Each team will consist of a maximum number of twenty five (25) players and five (5) team officials.
- All participating teams must complete their team sheets with the names of the players and their signatures prior to taking the field for each competition game of ABF . Names and playing number of players will remain for the entire Carnival. Players cannot be added any time after their (2 week prior to event) nomination.
- Any player who signs the official team registration form cannot play for another team, and can be considered to be in breach of the rules if he / she are found to have done so. This may cause the teams to be suspended from ABF.

- The official Team Registration Sheets, must be completed and lodged by the team official / manager twenty (20) minutes prior to their first game of the competition.
- The Confirmation of Aboriginality & Torres Strait Islander and Declaration of Consent Form must be attached (where applicable) 2 weeks prior to carnival.

TEAM MAKE-UP AND REPLACEMENTS

- All twenty five (25) players can be used in all matches, including preliminary rounds, Semi Finals and the Final.
- Any player under suspension during and including the dates of ABF is not permitted to play. This includes any youth and senior players from all State and Territory affiliated competition as well as overseas competitions. These players are not to play for teams entered in QMC under any circumstances. If proven, a player has played under suspension the team may be suspended from ABF event.
- The ABF will not be responsible or liable for any loss of contract money due to injury, suspension or any other incident incurred by players from all State and Territory affiliated competitions as well as overseas competitions.

THE GAME

- Official QRL referees and touch judges will be appointed by the QRL and will control all games during ABF event.
- The Official Team Match sheets that are used for the games must be completed by all teams and lodged at the Official Table ten (10) minutes prior to the starting time of their respective matches throughout ABF.
- All teams are to ensure that one (1) registered team official be present at the Official Table whilst their team is playing a match and the other registered team official is present on the substitute bench to assist with the policing of the interchange of substitutions.
- All teams are to ensure that only the team official and the listed substitute players be the persons permitted to approach the Interchange Official when making a substitution.
- All teams are to ensure that their team coach, team manager, team official, qualified trainers and substitute players be the only ones permitted on the substitute bench whilst their team is playing.
- All teams are to ensure that their supporters remain outside the Official Playing Area of the ground at all times (this includes the area set aside for the substitute bench).

MATCH DURATION – WOMEN'S COMPETITIONS

- The preliminary rounds will consist of two (2) x Twenty (20) minute halves; with a one (1) minute break at half time. There will be no time off for injury.
- The Semi-Finals and Finals will consist of two (2) x twenty (20) minute halves; with a five (5) minute break at half time. There will be no time off for injury during the first half, time off for injury will be allowed in the second half.

MATCH DURATION – OPEN MEN’S & UNDER 15 COMPETITION

- The preliminary rounds will consist of two (2) x Twenty (20) minute halves; with a one (1) minute break at half time. There will be no time off for injury.

INTERCHANGE

- All interchange player/s must remain with the interchange official on the sideline until cleared to enter the playing field. This will only happen when the interchange referee is satisfied that the interchanged player/s have left the playing field.
- Teams are permitted to substitute no more than four (4) interchange players at any one time.

TRAINERS/WATER RUNNER ON-FIELD POLICY

1. All official personnel over the age of (14) years, who enter the field of play must possess an ARL League safe Certificate of Attendance or an Accredited First Aid Officers' / Trainers' Statement of Attainment and an ARL ID Number.
2. No person other than the abovementioned personnel, or those with ARL acceptance, shall administer first aid or offer advice to an injured / ill player. Personnel with other qualifications must be ratified by the National Safety Education Manager and equate with the ARL FAO / TRAINER SCHEME, to receive a Statement of Attainment and an ARL ID Number.
3. All injuries / illnesses and assessments must be recorded in the ARL Injury Report Booklet.
4. Each player shall complete the Medical Health Assessment from QAIHC before training or playing. This will be the responsibility of the designated team manager. All Privacy Laws must be adhered to.
5. The Accredited ARL First Aid Officer / Trainer shall at all times, whilst a game is in progress, be in a position to respond quickly should an injury / illness occur.
6. The Accredited ARL First Aid Officer / Trainer shall have the final say on whether a player should continue in the game and when to resume playing in the game. If a doctor is in attendance at the game venue, he / she shall make this decision. Serious injuries requiring a Medical Clearance prior to training / playing must be presented to the ARL Club FAO / Trainer
7. An Accredited ARL First Aid Officer / Trainer shall be attached to each Junior and Senior team. It is preferred that at least (2) two be available.
8. If the above personnel are not in attendance, the game/s shall not commence under any circumstances until such persons are available.

ON – FIELD IDENTIFICATION

1. GENERAL

- Each team may engage and use a maximum of three (3) On Field personnel during a game.
- In all cases when Accredited ARL Leaguesafe / FAO / TRAINERS enter the field of play to attend an injured / ill player, administer water, or deliver messages, they must

immediately leave the field once their assigned task has been completed and return to the player's bench.

- At all times Accredited ARL Accredited Leaguesafe / FAO / TRAINERS must enter and leave the field of play as quickly as possible (i.e. running). Linger on the field of play will not be tolerated by match referees.
- Great care and diligence must be exhibited when assessing an injured / ill player and removing an injured / ill player from the field of play. Liaison with the match referee in a respectful manner will be of great assistance in such cases.

ALL ON-FIELD PERSONNEL MUST BE IDENTIFIED WITH THE FOLLOWING COLOURED SHIRTS

1. ACCREDITED ARL LEAGUESAFE – YELLOW SHIRT / VEST

(Minimum qualification to enter the field of play).

NOTE: The word "ARL LEAGUESAFE" must be printed on the back of the shirt/vest.

(a) Access To The Field Of Play

Access as per the following conditions:

- when his / her team is in possession
- when a try has been scored
- during a time out called by the referee for an injury
- during technical stoppages in play (EXCEPT SCRUMS). On-field personnel are not allowed on the field of play after the referee has ordered a scrum until the ball has emerged and their team is in possession
- must enter and leave the field of play from an on-side position.

(b) Duties

- to administer water
- to assist in the interchange process
- to convey messages

NOTE: Messages must not be given to the team whilst play is in progress.

(c) Special Conditions

- If an Accredited ARL FAO / TRAINER is busy attending a player, the Leaguesafe on-field person may assist an injured / ill player UNDER THE GUIDELINES OF LEAGUESAFE TRAINING until a person of higher training arrives. The Leaguesafe person must report all incidents to the Accredited ARL FAO/ TRAINER.

2. ACCREDITED ARL FIRST AID OFFICER – BLUE SHIRT / VEST

(Minimum qualification is ARL FAO 1)

(a) Access

- Unlimited access to attend an injured / ill player and to administer water, but is not allowed or permitted to carry, convey or deliver messages.

(b) Duties

- To assist by observing and monitoring players who have been removed from the field of play through injury / illness
- To assist an injured / ill player on and off the field of play at training and / or a game
- To assist an injured / ill player on the field in the absence of a Head Trainer or when more than one Accredited ARL FAO / TRAINER is needed.

3. ACCREDITED ARL HEAD TRAINER – ORANGE SHIRT / VEST

Qualification MUST be ARL TRAINER – LEVEL 2

- The Head Trainer will be the most senior person within the ARL FAO / TRAINER TEAM
- The Accredited ARL Head Trainer will make the final decision on a player's welfare in the absence of a medical professional
- Coaches / administrators / players must comply with the decision of the ARL Head Trainer at all times.
- UNLIMITED ACCESS TO ATTEND AN INJURED / ILL PLAYER

Notes

1. The most important issue is that no on-field personnel will be allowed on the field of play, at training and or a game, nor manage an injured / ill player, nor provide advice unless trained by the ARL at one of the above levels of accreditation.
2. In the event of a clash of coloured shirts with team jerseys, on-field personnel may wear another colour (ONLY if there is a significant clash) HOWEVER the coloured shirt must not equate to a level above what the person is accredited for. Liaison with the match referee will determine the issue if there is a significant colour clash.
3. In the event of an altercation on and /or off the field of play, Accredited ARL LEAGUESAFE / FAO / HEAD TRAINER must not interfere in any way. They must move clear and totally distance themselves from the incident. The control of on / off field behaviour is the duty of the match referees. The only exception to the above would be when an injured / ill player needs shielding from possible further harm.
4. On-field personnel must not at any time enter the line of sight of a player when they are attempting a kick for goal, or do anything which may in any way interfere with or distract an opposition player whilst they are participating in the match or constitute some disadvantage to the opposing team.
5. If any on-field personnel abuse their roles or behave in a manner contrary to the ARL ON FIELD POLICY or TRAINING, or bring the game of Rugby League into disrepute and / or their team / club into disrepute, they may be subject to sanctions, up to and including removal from the ARL National database.

PLAYING UNIFORMS

- All teams participating in ABF are to ensure that all players wear full playing uniforms during all matches that they are required to participate in for the duration of ABF. Full playing uniforms include proper playing jerseys, shorts, socks and appropriate footwear. Team jerseys are to have clear numbers on the back of the jerseys.
- All Players are to wear the same number for entire carnival.

VIDEO REVIEW PANEL

Panel Members

- (1) Member of the ABF Executive or their nominee and (1) member of the Coaching Panel from the QRL Referees'.

Duties

- Review incidents when a player is placed on report by the referee during a match.
- Review incidents that are referred in writing to the ABF Events Coordinator by a Team Manager or by a Referees' Coach. These incidents must be referred in writing on a QRL Referees 'On Field Incident Report' within 30 minutes of the completion of the game.
- Reviewing of the incidents must be completed as soon as possible (before the offending team plays their next game/within 24 hours).
- Refer incidents to the Judiciary when required.
- Inform the ABF Events Coordinator of the findings.

JUDICIARY

Judiciary Members

- (1) member of the ABF Executive or their nominee, (1) Independent and (1) QRL Representative. (To be formed as soon as possible following the Video Review Panel's recommendation.)

Duties

- Review incidents when referred by the Video Review Panel.
- Determine indicative penalties from all Referee send-off reports.
- Inform ABF Events Coordinator of the findings.

At the conclusion of each Judiciary meeting, the ABF Events Coordinator will issue a Judiciary Summary to each Team Manager detailing all penalties imposed by the Judiciary. The Summary will appear in the format as outlined below.

Judiciary Summary

Player	Team	Time (minute) of Incident	Charge/ Incident	Charge Grade	Base Demerit Points for Charge	Demerit Points from this Charge		Prior similar offences (30%)	Carry-Over points to be added
A. Player	Leagues	48th	High Tackle - Careless	3	175	Early Plea	170	1	25
						Guilty	227		
N. Player	Other	26th	High Tackle - Careless	3	175	Early Plea	131	-	-
						Guilty	175		

- A player who is included on a Referee's report in respect of a match and who does not appear on the Judiciary Summary will be deemed to have been found not guilty of any Player's Misconduct.
- On receipt of this Summary the Team Manager will immediately notify the player of both the charge and the "indicative" penalty of Demerit Points applicable.
- The Team Manager prior to the commencement of the next days games shall advise the ABF Events Coordinator, whether the player pleads guilty or not guilty to the charge and, if guilty, whether he accepts the "early plea" penalty.
- If the player pleads guilty and accepts the "early plea" penalty or fails to respond prior to the commencement of the next day's games, the Judiciary Panel shall forthwith impose the "early plea" penalty. Confirmation of this outcome and the applicable penalty shall be forwarded to the Team Manager.
- If the player pleads not guilty or does not accept this "early plea" penalty and asks for a review of the charge and/or grading, he may request to appear before the Judiciary Tribunal in person to contest the charge and/or penalty. The Tribunal will convene as soon as possible to hear any submissions the player wishes to make, determine whether the charge has been proved or not and if so, confirm the penalty or review the grading.
- The Tribunal findings shall be forwarded to the ABF Events Coordinator who will inform the Team Manager immediately thereafter.

The following table is a listing of Player's Misconduct (short description) and the Demerit Points applicable in each Grading.

SHORT DESCRIPTION OF OFFENCE	DEMERIT POINTS				
	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5
(A) Tripping	75	175	275	375	475
(A) Kicking	200	300	400	500	600
(A) Striking	100	175	250	325	400
(B) Intentional High Tackle	550	650	750	850	950
(B) Reckless High Tackle	200	250	300	350	400
(B) Careless High Tackle	75	125	175	225	275
(C) Dropping Knees	200	300	400	500	600
(D) Dangerous Throw	125	325	525	725	925
(E) Law Breaking	75	100	125	150	175
(F) Offensive Language	75	100	125	150	175
(F) Disputing Decision	75	125	175	225	275
(G) Re-entering Play	100	150	200	250	300
(G) Obstructing	75	100	125	150	175
(H) Contrary or Detrimental Conduct	125	225	325	425	525
(I) Dangerous Contact	100	250	400	550	700

- Charges are graded 1 to 5, with 1 being the least serious grading and 5 the most serious. The charge and grading determine the base penalty a player may receive. The Review Tribunal can determine not to allocate a grading, due to the seriousness or nature of an incident, and refer a matter directly to the Judiciary Tribunal to determine the appropriate charge and penalty.
- The Base Demerit Points allocated for any charge are in accordance with the aforementioned table and do not take into account any plea reduction or the player's prior Judiciary record. The Demerit Points for the charge shown take into account the player's prior record but exclude any carry-over points. The carry-over points are added to the total penalty points accrued from this charge to determine the overall penalty to be served – eg A. Player's early plea result:- $170 + 25 = 195$ points.
- Each 100 points or part thereof accrued by a player will result in a one match suspension. For "A. Player" this charge will see a one match suspension with a further 95 points carry-over.
- If the player enters an early plea of guilty to the offence and accepts the grading, he will receive a 25% reduction to the Base Penalty and also a similar reduction in any increase due to prior offences. If the player pleads guilty but disputes the grading, and the Judiciary subsequently reduces the grading to the nominated level, the player will receive the benefit of the early plea discount. If the player is not successful in having the grading reduced to the nominated level (eg from grade 3 to grade 1) the full demerit points for the applicable misconduct charge grading will apply.
- An appeal against the Judiciary Tribunal's decision must be in accordance with the QRL Rules.

INSURANCE

- The ABF will ensure that public liability insurance coverage is available for all areas of the Briggs Road Sporting Complex.
- All Players in the QRL are covered under the QRL Insurance. The other players are covered under the QMC player insurance with OAMPS.

CONFIRMATION OF ABORIGINALITY

For the purpose of ABF, an Aboriginal person is one who:

- Is of Aboriginal and/or Torres Strait Islander descent;
- Identifies as an Aboriginal and/or Torres Strait Islander
- Is accepted as such by the community in which they live, or formally lived.

All participating teams are required to attach a completed Confirmation of Aboriginality for each individual team member to the official Team Registration Form before that player can be registered to play in ABF. Please take note that the form must be filled in correctly, signed, and have the stamp of the Common Seal of the organization that is providing the confirmation. Only new players each year will have to supply this documentation. Any organisation found to have knowingly provided a Confirmation of Aboriginality to a non-Aboriginal person for the purpose of participating in the ABF will be reported to the appropriate authority.

UNDER AGE PLAYERS

It should be deemed necessary for parents or guardians to sign a Declaration of Consent form for their son(s) and/or daughter(s) who will not be at least sixteen (16) years old and who wish to participate in either the Under 15's, men's or women's competitions at . Please refer to FORM D in Club Nomination Section.

PRIZE MONEY

All team nominations for the men's competition will automatically become the total prize money for the official winner (\$50 000) & runner up (\$10 000), placed teams. Women's Winner (\$8 000) & Runner up (\$3 000).

MAJOR CARNIVAL TROPHIES

Major Carnival trophies will be given to the winning club from the ABF on the provisory that the trophies be kept and given back before you leave event. The winning teams get a replica trophy to take home.

THE USE OF FILM AND APPROVED BODIES

All players and officials who register for ABF are giving consent to be filmed and photographed by approved bodies of the ABF.

It shall not be deemed acceptable behaviour for people representing teams approach the filming crew during duties.