

Illawarra Rugby League

HARRIGAN PREMIERSHIP, PLATE AND SHIELD 2024 COMPETITIONS HANDBOOK



COMPETITIONS HANDBOOK

Application: This Handbook applies to the Harrigan Premiership, Plate, and Shield Competitions. This is an extension of the Illawarra Rugby League Rules and Bylaws that relate to the abovementioned competitions only. Refer to the current revision of the NSWRL Policies and Procedures Manual <u>click here</u>, for content not covered in this handbook or Illawarra Rugby League Rules and ByLaws <u>click here</u>.

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IN-SEASON COMPETITION RULES AND REGULATIONS

1.1. Admission Prices

ILLAWARRA

Harrigan Premiership, Plate and U18 - \$8.00 Concession - \$4.00 Harrigan Shield - \$4.00 Double Header (where applicable)- \$5.00 U/16's remain free.

Illawarra Passes for approved persons and referees will again be distributed and are to be presented at the gate for free entry, so please ensure your staff and gatekeepers are informed.

1.2. Competiton Points

First & Reserve Competition points are awarded as follows:

Win=2 pointsDraw=1 pointLoss=0 pointsBye=2 points (pending washed out rounds)Washout =0 points (including BYES and forfeits in washouts)

Other Competition points refer to the NSWRL Conference Competitions Handbook <u>CLICK HERE</u>

1.3. Age Requirement

1.3.1. Players must have turned 17 years of age to participate in the Open Age Male Rugby League.

1.4. Formats, Durations and Interchanges

1.4.1. Harrigan Premiership (1st Grade)

2 x 40 minutes halves (Time off as indicated by the referee) (18 players Maximum inclusive of the Concussion Substitute) Interchange Players – 4 Number of Interchanges – 8 Concussion Substitute – 1 (action required to become active) Fresh Replacements are permitted, with no restrictions on time played or whether a player has started or not in a previous game. All teams to provide ball kids to cover the game and there team

1.4.2. Harrigan Plate (2nd Grade)

 $2\,x\,35$ minutes halves (Time off as indicated by the referee in the final 10 minutes of the match)



(20 players Maximum) Replacement Players – 7 Number of Interchanges – 12 Fresh Replacements are permitted, with no restrictions on time played or whether a player has started or not in a previous game. All teams to provide ball kids to cover the game and there team

1.4.3. Harrigan Shield (3rd Grade)

 2×35 minutes halves (Time off as indicated by the referee in the final 10 minutes of the match)

(20 players Maximum, if clubs agree on the day this can be 21) Replacement Players – 7

Number of Interchanges – unlimited

Fresh Replacements are permitted, with no restrictions on time played or whether a player has started or not in a previous game.

All teams to provide ball kids to cover the game and there team

1.4.4. Foul Play Interchange (Harrigan Premiership only)

The foul play interchange rule will apply only in the below example. The "fouled" player will receive a free interchange along with the next interchange of the match for that team. The fouled player must remain off for the first interchange after. This is only for players sent off and sinbinned (no longer when on report)

1.4.5. Sports Trainer Stopping Play During a Game

Where the team trainer calls on the match officials (Referee or Touch Judge) to stop the game for an injury, the injured player will either be interchanged or taken from the field.

If the player is taken from the field and after treatment that player is deemed ok to return to the game, he cannot do so until his team has their next possession or after points have been scored.

This does not apply when the referee would normally stop play when they see a player is injured.

It only applies when the trainer asks for play to be stopped.

1.4.6. Mercy Rule

For Plate and Shield games only the game will stop immediately when there is a points differential of 60 points. Officials at official tables will sound the siren at the appropriate time. Should the Referee and both team Coaches agree, play may continue to full time if it is deemed safe. All must agree for the game to proceed. If the game does proceed, no further scores will be recorded. The maximum score differential that will be recorded for a match is 60 points for all competitions.



1.6 Player Points Index System (PPIS)

The Illawarra Rugby League will be using the NSWRL Player Points Indexing System, with the inclusion of a localised adaption. <u>ppis23_v2.pdf (nswrl.com.au)</u>

Points caps for 2024 season for each competition are:

- 32 Points for Harrigan Shield
- 50 Points for Harrigan Plate (60 for Berkley and Avondale Wombats)
- 100 Points for the Harrigan Premiership

Clubs are ultimately responsible for ensuring all players participating have an allocated Player Points Value and that their teams are adhering to the Allocated cap.

The Illawarra Rugby League localised amendments include: Maximum player points for each grade:

- No sliding scale to be applied for 1st Grade clubs.
- Mojo Homes players from 2022 to be treated as "Graded Players" and will incur the relevant points as outlined in the updated NSWRL PPIS document.
- 18 points for Junior Transfer
- Extra points in the first year to assist a team in getting setup.

For example: 110 points in 1st Grade and 60 points in Reserve Grade All other conditions will be subject to the NSWRL PPIS document.

The process will be as follows:

- 1. Clubs are to list players on the IRL PPIS Spreadsheet
- 2. IRL will review the points and allocate them in MySideline
- 3. If there are any discrepancies IRL will identify the player and correct points
- 4. If the club wishes to appeal this decision it will go to the IRL PPIS Appeals Committee (John Brannon Chairman, Mark Crampton Board Member and Nathan Hodson NSWRL Zone Manager)

FINAL SERIES RULES AND REGULATIONS

1. Format and Venues

- For each competition the following finals format will be played:
 - Harrigan Premiership: Top 4 over 3 weeks
 - Harrigan Plate: Top 4 over 3 weeks
 - Harrigan Shield: Top 4 over 3 weeks
- Illawarra Rugby League will confirm the venues, days, and times for the final series.



• Win Stadium's availability will dictate the Grand Final date.

2. Qualification Requirements

- The number of matches to qualify for the final series will be **6 games** in either Shield, Plate, or Premiership. Once qualified for a lower level, the player is eligible to play above, pending the below criteria is also met. Note in the event of washout rounds the total number of games to qualify may be reduced.
- Application for medical exemption or late registration can still be requested to Illawarra Rugby League. This is subject to approval with adequate evidence to support it.
- St George Illawarra Dragons and Cronulla Sutherland Sharks contracted players, permitted to play in Illawarra Rugby League, are still subject to these finals qualification rules.
- Player Points cap, Quarantined lists, and Shield Criteria are still applied as per regular competition games in the final series.
- Games played are determined by the game day sign-on sheet only regardless if a player enters the field or not.
- If a player participates in two games in one round, both games will count for qualification purposes.
- Illawarra Rugby League administration will make the final determination on players' qualifications, any appeals to this decision will be sent through to a sub-committee of the Board of Management.

3. Multiple Teams Qualifications

- Players participating in more than one game, across multiple levels, on the same weekend will have
- A club with two or more teams participating in a final series will have free movement between teams, as long as the player has played 6 games for the team for which they seeking to play (Subject to finals off weekends, PPIS, Quarantined Lists and Shield Eligibility Criteria)
- Once a player reaches **10 games** in a level above they are no longer qualified for the lower level. I.e. A player that participates in 10 games for Plate, is not permitted to play Shield or 10 games in Premiership is not permitted to play Plate).
- In the example of players participating in 11 games or more for the higher level, Illawarra Rugby League will take applications for their qualification to be reviewed. This is by application only. The example will be a player who has played both Shield and played for 11 occasions, the player is genuinely a



Shield player however due to necessity has played more than 10 games in Plate this season, games in Shield must be equal or more Plate.

4. Extra Time

(Each Team will receive two additional interchanges for players and one additional blue shirt interchange)

- 1. Toss of the coin and 2min break post full-time WHISTLE TO WHISTLE
- 2. Start of the first 5min of the extra period
- 3. Play stops at hooter and change ends immediately NO BREAK
- 4. Start of the second 5min of the extra time period
- 5. Play stops at the hooter, if a team is in front at this point, the match will finish
- 6. If there is no result at the conclusion of the second extra time period the game will stop with the hooter. A toss of the coin will occur, <u>1min break ONLY</u>, and the match will kick off again into <u>GOLDEN POINT</u> on an unlimited basis until any point(s) are scored and a result is achieved. Once point(s) are scored in this <u>GOLDEN POINT</u> period the match will immediately finish with that result.

MEDICAL, CONCUSSION AND SPORTS TRAINERS

1. Sports Trainers

All competitions are required to adhere to the NRL-Onfield Policy at a Community Level as defined in the policy, see the link below.

nrl-on-field-policy_p005_v40_21022019-1.pdf (playrugbyleague.com)

2. Qualifications Requirements

A trainer must be qualified to enter the field of play as either **First Responder (3** qualifications as per below) or League Safe Trainer

- Under 13s+ League Safe Trainer (Yellow vest or shirt): Maximum of two trainers per team to access the field
- Under 16s + NRL Level 1 (Blue Shirt) or 2 Sports Trainers (Orange Shirt)

3. Doctors

Clubs may choose to have a Doctor in attendance during a game however this does not change the NRL-On Field Policy. The community-level policy is still applicable to Sports Trainers and for Concussions purposes. There are no 15 me Head Injury



Assessments and players concussed MUST be removed from the field and no loner is permitted to participate in the rest of the game.

4. Concussion

Please note the below information concerning the management of Concussions within Community RL. Resources attached and linked below:

- NRL Community Rugby League Policy and Guidelines for Management of Concussion <u>CLICK HERE</u>
- NRL Concussion Information <u>Concussion Management and Return to Play -</u> <u>Play Rugby League</u>
- Head Injury Referral Form nrl-community-hirrf-form.pdf (playrugbyleague.com)
- Medical Clearance Form: <u>nrl-community-medical-clearance-form.pdf</u>

It is important to note and be reminded of the following:

Concussion Policy Key Notes:

- Adults (19 years and over): Eleven (11) days. The earliest a player can be made available for team selection is on the 11th day after sustaining a concussion and only after all symptoms have resolved and the player has been cleared to play by a medical professional.
- Children and Adolescents (18 years and younger): Nineteen (19) days. The earliest a player can be made available for team selection is on the 19th day after sustaining a concussion and only after all symptoms have resolved and the player has been cleared to play by a medical professional.
- All players must complete a 6 stage RTS program prior to returning to contact training or competition games. Children and adolescents must also return to learn/school symptom free.
- While players cannot return within these timeframes, the duration of exclusion from contact training and play is based on an individual's recovery and RTS Strategy as managed by a medical practitioner (doctor).

PLAYER MOVEMENT, SHIELD CRITERIA AND QUARANTINE LISTS

1. Shield Eligibility Criteria

Payment to players is not permitted. This also includes 'sign on fees'. A travel allowance or minimum out-of-pocket expenses is permitted to ensure playing in this competition does not disadvantage players.



No players are eligible to play in the Illawarra Rugby League Shield (2nd Division) competition within 2 seasons of such representation as specified below:

- NRL
- Jersey Flegg (U20s)
- State Cup competitions (NSW and QLD)
- Ron Massey Cup (NSW) and FOGS Cup (Qld)
- Mojo Cup
- 1st Grade or A Grade in Sydney Metro or NSW Regions and/or

- Divisional representative or competitions considered to be of comparable standing (eg NRL = ESL)

*Please note that under the NSWRL PPIS Guidelines, a player is considered to be an experienced 1st Grade Player when they have played five or more 1st Grade games in any one season. If a player is under 5 games in one season, he will be considered a player with limited 1st Grade experience and is eligible to play.

- 2. Players over the age of 35 as of the 1st of January are exempt from rule number 2 unless they have played representative games in the last two years.
- 3. The maximum number of players that can transfer from one local 2nd Division club to another club in a year is three.
- 4. Points system to remain at 32 points for season 2024. All players will incur a minimum of 1 point.
- 5. All clubs competing in the Illawarra Mojo Cup competition who enter a team into the 2nd Division competition must submit to the League the names of their top 17 1st Grade players prior to the commencement of the Illawarra 2nd Division competition. These players are not, under any circumstances, to be played in any grade lower than 1st Division and are in effect "quarantined" from the 2nd Division competition. Additionally, the club must then nominate an additional ten top players who will be permitted to play no more that four games in the Illawarra Shield competition.
- 6. Where a club competes in the Illawarra League senior grades and the highest grade they contest is 1st Division, and also nominates for 2nd Division, the club shall be required to nominate its top 10 players who will be "quarantined" from competing in the 2nd Division competition.



New clubs wishing to join the competition, can apply for extra points for their first year in the competition. The extra points will be determined by the BOM.

	YR1	YR2	YR3
1st Grade experience but over 35	4 points	2 points	1 point
Limited 1st Grade experience	4 points	2 points	1 point
Local 1st Division from another club	4 points	2 points	1 point
Local 1st Division from same club	3 points	2 points	1 point
Reserve/B Grade from another	3 points	2 points	1 point
competition			
2nd Division from another club or	2 points	1 point	1 point
competition			

2. Quarantined Lists

SITUATIONS NOT COVERED AND BREACHES

1. Breaches

If a club is to be found breaching any of the above the following will occur:

Show Cause Notice will be issued, and the club will have the opportunity to respond and provide further information

Illawarra RL will review the circumstances

Either the matter will be rectified and/or the Club will be breached in the way of:

- Warning
- Fines
- Points Deductions (including FOR and AGAINST)
- Suspensions

Clubs will have a period of time to accept the outcome or appeal to the Illawarra Rugby League Board of Management

2. Illawarra Rugby League – Situations Not Covered

The Illawarra Rugby League determination shall be final should any situation arise that is not covered under these rules, or Illawarra Rugby League by-laws and NSWRL Policies and Procedures, including making adjustments to these rules where applicable.



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