





OFFICIAL SPONSOR OF THE PARRAMATTA JUNIOR RUGBY LEAGUE



TEAM MANAGERS HANDBOOK



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WELCOME!

Being a Manager is a very important role as part of any Rugby League Team. Whilst Coaches & Trainers seem to be centre piece of the Team, the Manager has an integral part to play in the success of the Rugby League season — whether it's Under 6s, right through to Open Age, there is no such thing as "just the Manager!"

We know it can be daunting for new Managers, and we are also aware of the misinformation & confusion that can be created.

The purpose of this handbook is to provide you with a clear direction on what the expectations are for a Manager in the Parramatta Junior Rugby League. It will also provide vital information on relevant processers which you will undertake before, during and after the game.

YOUR ROLE

The Managers role within a Team is to be the conduit between the Club, the Coaching staff & the Players (and their Parents) for information to be communicated, as well as to ensure the correct policies, procedures & best practices are all undertaken on a weekly basis.

You will be the primary contact point for all Players/Parents within your allocated Team. This will allow Coaches & Trainers to undertake their primary functions within the Team dynamic. Duties performed will quite often be:

- Acquiring & maintaining your Team contact list from your Club.
- Confirming contact details with Parents/Players.
- Ensuring all Players have been registered with the Club by liaising with your Club's registrar.
- Ensuring that all Coaches/Trainers have the required accreditation to fulfill the requirements of their role.
- Notify all Players & Parents of their requirements & expectations before the commencement of the season, or as soon as practicable, e.g. duty rosters, Team/Club events & fundraising.
- Ensuring all Players and Parents know when & where they are playing each week on a weekly basis.
- Ensuring that information is distributed to all Team members & that everyone is fully informed of what is happening at your Club.
- Ensuring that Parents know to advise if their child is unavailable to play any game.
- Arranging for Team jersey distribution on game day and advise they are to be made available for the next game.
- Ensuring your Team is correctly attired (jerseys, correct shorts, socks) attendance without jerseys will see your Team forfeit the fixture.
- Encouraging maximum participation by all Players & see that no Player is unfairly treated in relation to Team selection.
- Checking weekly scores & ladders are correct (Under 11+ only).
- Having a sound understanding of Junior League/Region/NSWRL Rules & Regulations as they relate to your level/Team.
- Having a good working knowledge of your Club Constitution & the rules as they relate to your
- ➤ Ensuring all Players & Team Officials are aware of the NRL Code of Conduct & reinforce its adherence at every opportunity.

- Ensuring your Team participates in NSWRL #Respect Round & adhere to its guidelines on a weekly basis.
- Ensuring all Team members respect & support your Club at all times.
- Ensuring all paperwork required by the Club/PJRL is completed & submitted within the required timeframes.
- Representing the Team at all Club meetings (as required by your Club).
- ➤ Ensuring your Club has allocated/granted you access to your Team on MySideline Manager website.
- Ensuring access is available via your phone/tablet to your Teams "Identification Cards" on the MySideline Manager website.
- ➤ Being responsible for correctly completing the sign on sheet at the official table for each game and ensure accurately completed (Player sign on/staff identified & signed on).
- Remaining at the official table for the duration of the game to ensure that all particulars in relation to the game are correctly entered on the score sheet prior to signing by the referee.
- Any other duties as required by your Individual Club.

NRL CODE OF CONDUCT

The Team Manager must be familiar with all aspects of the NRL Code of Conduct and, in conjunction with the Ground Manager, is responsible for its application on game days. The Team Manager, supported if necessary by other Team Officials, may be called upon to advise the Team of any breaches of the code by it supporters.

FIGURE 1: EXTRACT FROM NRL CODE OF CONDUCT

Code of Conduct - Player

- Be a good sport. Respect all good play whether from your team or the opposition and shake hands with, and thank, the opposition players and officials after the game – win, lose or draw.
- Participate for your own enjoyment and benefit.
- Always respect the Referee's decision.
- Never become involved in acts of foul play.
- Honour both the spirit and letter of the competition rules and live up to the highest ideals of ethics and sportsmanship; avoid gamesmanship, and respect the traditions of the game.
- Never engage in disrespectful conduct of any sort including profanity, sledging, obscene gestures, offensive remarks, trash-talking, taunting or other actions that are demeaning to other players, officials or supporters.
- Care for and respect the facilities and equipment made available to you during training and competition.
- Safeguard your health; don't use any illegal or unhealthy substances.
- Recognise that many Officials, Coaches and Referees are Volunteers who give up their time to provide their services. Treat them with the utmost respect.
- Do not bet or otherwise financially speculate, directly or indirectly, on the outcome or any other aspect of a Rugby League match or competition in which you are involved.

National Code of Conduct

Code of Conduct - Team and Club Officials

- Uphold the integrity of the game of Rugby League at all times.
- Always act in a sportsmanlike manner, respecting opposition players, team and club officials and spectators.
- Make decisions in the best interests of the game of Rugby League.
- Place the safety and welfare of players as the top priority.
- Accept responsibility for all decisions made.

FIGURE 2: EXTRACT FROM NRL CODE OF CONDUCT

YOUR OBLIGATIONS

Team Managers should be aged at least 14 years old for teams aged Under 6 to Under 12 and should be aged at least 18 years old for teams aged Under 13 and above.

Registration Process

All volunteers are required to register with their club on the NRL's National Online Database. You can register with your Club using the www.playrugbyleague.com website. You will need an active NRL Account to register. You can either link an existing NRL Account to your registration or you will be prompted to create one. You will need to add identification verification documents and upload a photo of yourself at the time of initial registration. If you are renewing your registration from a previous season, you will not have to resubmit either identification or photos. If you have any issues with registering for your Club, you can contact your Club Registrar for assistance. One you have registered a club administrator will assign you to your team online, which will allow you to access player and team staff online identification for game day sign on.

WWCC Requirements

The NSWRL operates under the National Rugby League National Registration Policy in regard to Working with Children Checks. As per the NRL National Registration Policy all Match officials, Coaches, Volunteers, Sports Trainers and other like persons who participate in a junior environment i.e. 18 years and younger and/or officiate in matches, events involving officials 18 years and younger are required to provide current WWCC (NSW) or WWVP (ACT) details upon registration. Additionally, Coaches, Match officials, Sports Trainers, Volunteers who have attained the age of 18 years and above who work with or in an environment with individuals under 18 years will be required to complete Patrons of the Game Child Safe Education. Your WWC number should be uploaded to your NRL account. It is your responsibility to ensure that it is current.

Information on how to apply can be found through the link below:

https://www.service.nsw.gov.au/transaction/apply-for-a-working-with-children-check

PRIOR TO MATCH DAY

During the week, it will be your responsibility to ensure the following.

- ➤ Establish a communication system for your Team whether via direct text message, or a Whatsapp Group the idea being that you have open communication lines between yourself & your Parents/Players.
- Communicate game times, locations and requirements prior to the weekend.
- Ensure you are informed if anyone will be absent, and ensure injuries are reported so you can advise your Coaching staff.
- Attend any meetings that may be required by your Club.
- > Follow up on any uniform issues/laundering of uniforms (if applicable)
- Liaise with Coaching staff about Team listing for upcoming weekend and input on Mysideline Manager <u>prior to 9pm on Thursday night</u>.

GAME DAY

Its game day – and your role is extremely important.

- Arrive at venue approximately 1 hour prior to kick off.
- Ensure all Players attending are in their appropriate Club uniform jersey, shorts & socks.
- Ensure all Players numbers are unique no doubling up of numbers.
- Obtain the score sheet relevant to your Team from the Ground Manager.
- All Managers are required to complete their Team details at least 30 minutes prior to kick off to allow confirmation of Players via Player id/cards.
- All results sheets are to written in Black or Blue pens only.
- Results sheets are a legal document, so it is imperative we get this right especially from an insurance perspective
- Ensure Team selected on Mysideline Manager correlates with the Players taking part in game day
- Ensure jersey numbers match the Player on your scoresheet & on Mysideline Manager.



TEAM SHEETS UNDER 6 – UNDER 9



Junior Rugby League 6 – 9 Team Sheet
Team: OLOP Buildogs U9

S		iii. OEQi	bulldogs 09						
Competitio	n 202	5 Sunday Under	9						
Match		nd 1, Vs WH Hav							
Venue		erta Street Park							
Date		14/25							
Time	01:0								
No	ID No	ı	Player's Name	Period 1	Perio	od 2	Period 3	Period 4	Replaced by Referee
\vdash									
For Under	8 and 9 matches,	use the Period	Column and mark with FR (Fi	rst Receiver) o	DH (Du	mmy H	lalf) for the play	yer wearing the	vest in that perio
Sign Off	f e		Name			Sign	ature		
Match Of	ficial/Referee								
Ground N	Manager								
First Aid/	Level 1 Sports Tr	ainer							

FIGURE 3: THE UNDER 6 - 9 OFFICIAL RESULT SHEET [BLANK]

The Team Sheet will be pre-populated with the names of the Players in your Team – dependent on who you select on Mysideline Manager prior to the Thursday 9pm deadline for each round.

It is preferred you also select the Coaching staff for game day (which will also pre-populate – this is not demonstrated in the above sheet – refer to Submitting Your Team List within this document)

If you have not submitted jersey numbers by Thursday at 9pm, when submitting your team list on Mysideline Manager, the Players jersey numbers can be submitted on game day by writing the number next to each player on the Team Sheet.

It is recommended for these ages you select everyone in the squad on a weekly basis.

If you select Players who do not participate in the game, please cross them out neatly.

REMEMBER: only one (1) Trainer is allowed to participate on game day for Under 6 & 7 Games

<u>Prior to kick off</u> the Coaching staff should sign on next to their names and the Ground Manager & Level 1 Sports Trainer/League First Aid are to sign the bottom of each sheet as per the below example:

Sign Off	Name	Signature
Match Official/Referee		
Ground Manager	Carrid Johnson	~~~
First Aid / Level 1 Sports Trainer	Megan Davies	~~~
		-

For Under 8 and 9 matches, use the Period Column and mark with FR (First Receiver) or DH (Dummy Half) for the player wearing the vest in that period.

WHAT DO ALL THE COLUMNS MEAN?

- ➤ **Period 1 Period 4 –** mark each column with an asterisk (*) to identify the Players who started the respective period on the field.
- ➤ **Replaced by Referee** not likely to be used in Under 6-9s, however, if a Player is removed by the "Referee" for continued dangerous/safe play violations the Player(s) are to be identified by marking this column.

YOU WILL NOTE THERE IS NOWHERE FOR YOU TO RECORD TRIES/GOALS OR ANY SCORES!

➤ This is quite simply, because in these age groups pursuant to the Laws of the Game we do not track scores — and it is strongly discouraged for Coaches, Managers & Players to track them.

These age groups are about kids having fun & participating.



Under 6 & 7 Laws of the Game



Under 8 & 9 Laws of the Game

TEAM SHEETS UNDER 10 – UNDER 11



Junior Rugby League 10-12 Team Sheet

Team: Greystanes U11 (1)

Competition		Under 11 Red				
Match		d 1, Vs Guildford U11 (1)			
Venue		ng Street Park				
Date	05/04					
Time	01:00)				
No	ID No	Playe	r's Name	Period 1	Period 2	Replaced by Referee
Use the Pe	eriod Column and	mark with FR (First I	Receiver) or DH (Dumm	y Half) for the player wea	aring the vest in that perio	d.
Dismissal	s & Incidents (Inc. No	o, name & details)				
Sign Off			Name		Signature	
Match Off	icial/Referee					
Ground M						
Other Office	cial/Opposition Team	1				

The Team Sheet will be pre-populated with the names of the Players in your Team – dependent on who you select on Mysideline Manager prior to the Thursday 9pm deadline for each round.

It is preferred you also select the Coaching staff for game day (which will also pre-populate – *this is not demonstrated in the above sheet* – *refer to Submitting Your Team List within this document*)

If you have not submitted jersey numbers by Thursday at 9pm, when submitting your team list on Mysideline Manager, the Players jersey numbers can be submitted on game day by writing the number next to each player on the Team Sheet.

It is recommended for these ages you select everyone in the squad on a weekly basis.

If you select Players who do not participate in the game, please cross them out neatly.

<u>REMEMBER:</u> only two (2) Trainers are allowed to participate on game day for Under 10 - 11 Games

<u>Prior to kick off</u> the Coaching staff should sign on next to their names and the Ground Manager & Level 1 Sports Trainer/League First Aid are to sign the bottom of each sheet. The Referee is to sign at the end of the game as per the below example:

Sign Off	Name	Signature
Match Official/Referee	ameron Cross	
Ground Manager	Paul Burous	·
Other Official/Opposition Team	Martia Northpul	

Use the Period Column and mark with FR (First Receiver) or DH (Dummy Half) for the player wearing the vest in that period.

WHAT DO ALL THE COLUMNS MEAN?

- Period 1 Period 2 mark each column with an asterisk (*) to identify the Players who started the respective Period on the field. Also mark the respective Period for the First Receiver with FR & Dummy Half with DH
- > Tries & Goals in each Period Column use a tally mark to identify when a Player scores a try (T) or goal (G)
- ➤ **REMEMBER** no one is to have a second attempt at goal until everyone in the Team has had an attempt.
- Replaced by Referee if a Player is removed by the "referee" for continued dangerous/safe play violations the Player(s) are to be identified by marking this column.

WHILST UNDER 10 – 11 PLAY IN DEVELOPMENT COMPETITIONS, IT IS STILL IMPORTANT THAT WE CONTINUE TO MAINTAIN RECORDS FOR THE PURPOSES OF GRADING AS THEY GET OLDER.



U10 & U11 LAWS OF THE GAME



SUBMIT U10 & U11 SCORES

TEAM SHEETS UNDER 12 AND OLDER COMPETITIONS

2	R.L.F.C. SEVILS Ent 1979	Interna Team:						et -	Oppos	ition S	Sumr	mar	y Sco	ores Ir	nc			
Cor Ma Ver Dat Tim	nue te	Round	nder 12 Div 1, Vs Guildf Street Park 25	ord U1														
No	ID No	Player	's Name		Player Points	S	ignatu	re	Tries	Goals		pt G	2pt FG	No	Tries	Goals	1pt FG	2pt FG
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				\dashv							+							
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				lally														
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	Interchange Off	f						T		-							\neg	
	Final Score							ĮĮ	Dismissals 8	Incidents (Inc. No,	name	& details)					
	Greystanes	U12 (1)																
	Guildford U	12 (1)						1										
Sign	Off				Name						Signa	ture						

U12 ONLY - Use the Signature Column and mark with FR1 (First Receiver 1st Half), FR2 (First Receiver 2nd Half) or DH1 (Dummy Half 1st Half), DH2 (Dummy Half 2nd Half) for the player wearing the vest in that period.

The Team Sheet will be pre-populated with the names of the Players in your Team – dependent on who you select on Mysideline Manager prior to the Thursday 9pm deadline for each round.

It is preferred you also select the Coaching staff for game day (which will also pre-populate – this is not demonstrated in the above sheet – refer to Submitting Your Team List within this document)

If you have not submitted jersey numbers by Thursday at 9pm, when submitting your team list on Mysideline Manager, the Players jersey numbers can be submitted on game day by writing the number next to each player on the Team Sheet.

Sports Trainer information:

SPORTS TRAINERS – NRL ON-FIELD POLICY

GROUND MANAGER MUST

- Check minimum requirement for game (as per table below)
- Check Sports Trainers accreditation using MySideline
- Ensure Sports Trainer has signed the Sign on Sheet

IF THE MINIMUM REQUIREMENTS CANNOT BE MET THEN THE GAME CANNOT START

AGE	MINIMUM PERSONNEL FOR CONTACT RUGBY LEAGUE	MINIMUM PERSONNEL REQURIED FOR LEAGUE TAG	MINIMUM ACCREDITATION REQUIRED
U10-U12	1 First Responder for each MATCH	1 First Responder for	League First Aid, or NRL Level 1 Sports Trainer, or
U13-U15	1 First Responder for each TEAM	each MATCH	NRL Level 2 Sports Trainer
U16+	1 First Responder for each TEAM	1 First Responder for each TEAM	NRL Level 1 Sports Trainer, or NRL Level 2 Sports Trainer

Max. 3 Sports Trainers per INTERNATIONAL team Max. 2 Sports Trainers per MINI/MOD team

<u>Prior to kick off</u> the Coaching staff should sign on next to their names and the Ground Manager & Level 1 Sports Trainer/League First Aid are to sign the bottom of each sheet. The Referee is to sign at the end of the game as per the below example:

Sign Off	Name	Signature
Match Official/Referee	Carreron Cass	}
Ground Manager	Paul Burrows	·_~
Other Official/Opposition Team	Marka Northews	

<u>All Squads to be submitted on MySideline Manager by 9pm</u> on Thursday Night prior to Round Commencement

No	ID No	Player's Name	Player Points	Signature
1		First Player		
2		Second Player		
3		Third Player		
4		Fourth Player		- T
5		Fifth Player		-
6		Sixth Player		
7		Seventh Player		
8		Eight Player	4	
9		Ninth Player	4	
10		Tenth Player	2	<u>₽~~</u>
11		Eleventh Player		
12		Twelveth Player		- T
13		Thirteenth Player		
14		Fourteenth Player		- T
15		Fifteenth Player		- T
16		Sixteenth Player		- Tara
17		Seventeenth Player		- T
18		Eighteenth Player		
-19		Nineteenth Player		
20		Twentieth Player		
		Tally	0	

Each Team will complete their own Team sheet.

PINK (No): This is where the Players respective jersey numbers will appear – simply cross out and neatly renumber if incorrect.

YELLOW (ID no): This is the Players NRL ID Number which is located on their Player ID Card. This will be prepopulated if you have selected the Player to their squad.

ORANGE (Players Name):

Players full name will be prepopulated here. If absent please fill in.

PURPLE (Player Points): DOES
NOT APPLY TO OUR
COMPETITION

LIGHT BLUE (Signature): All U13 and older Players are to sign on. STARTING PLAYERS are to sign next to their name before the game. Reserves ONLY sign on IF they are taking to the field for the first time.

If a Player does not take the field AT ALL – they are NOT to be signed on. LEAVE THEIR SIGNATURE SQUARE BLANK!

WHAT DO ALL THE COLUMNS MEAN?

17	•	International S Team: Greystal 2005 Under 12 Design Round 1, Via Guildord Desfing Street Park 05/04/25 01:00	nes U12		Oppos	ition Su	mma	ry Sox	ores l	nc			
No	ID No	Player's Name	Player	Signature	Tries	Goals	Tol.	2pt	No	Tries	Souls	1pt	2pt
	n e	0.0	Points				FG	FØ.				FG	FB
		7											
	Š.												
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t	Guildford (/	12 (1)											
Sign 0	H		Name			. 8	ignature						
March C	Hosp/forferen												
	Manager	01											
Offer O	Бойтурова	n Tears											
11.													9

Light Blue: This is where you record YOUR Teams individual scoring (Utilizing Tally marks) = Tries, Goals & Field Goals. There is no need to record missed goals.

Green: This is how you record the OPPOSITION's individual scoring. Write the scorers jersey number, and record utilising tally marks.

** NOTE *** The sheet does not provide boxes to keep the Teams running points – We suggest utilising the white space on each side of the scoresheet to record your running score.

Pink: This is how you track your interchanges, in accordance with your gender and age group rules. NOTE the HIA Squares – record the Player coming off for a HIA Only. No need to record the Player going on.

Yellow: This is where the final score is recorded on the sheet.

Dark Blue: Any Incidents in the game reported here, specifically dismissals (Send offs) and incidents (HIA, Injuries). Please ensure you specify the Team & the Player number in recording these.

Red: This is where Officials sign off on game – referee, Ground Manager, opposition Manager & please also write sports Trainer & have them sign (this won't always appear at the bottom)

MYSIDELINE MANAGER

WHAT IS MYSIDELINE MANAGER?

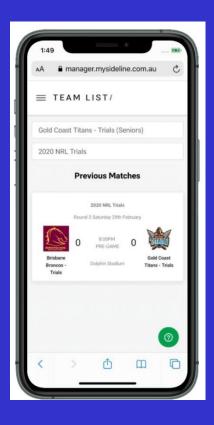
- ➤ My Sideline Manager is NOT an App you will need to access via the Web <u>MySideline Manager</u> <u>https://Manager.mysideline.com.au</u>
- Your Club administrator (secretary or registrar) will have needed to add you as the Team Manager and provided you with access (using your NRL Login Email Address)
- Mysideline Manager is where you are in control of selecting your squad, as well as recording results on a weekly basis.
- My Sideline Manager Features:
 - Team Lists this is where you select your Team for game day, as well as find your Player ID cards for game day identification.
 - My Members this is where you find your entire list of those allocated by your Club to your squad
 - Injury Cases a database which contains the reports of any injuries to your Players.
 - Matches a list of upcoming matches
 - Attendance allows you to record attendees at training
 - Report Injury the online injury reporting tool, allowing you to do so instantly on game day.
 - It is <u>strongly recommended</u> that you undertake Mysideline Manager training a simple, easy to follow guide can be found on the Play Rugby League website https://www.playrugbyleague.com/mysideline/manager/

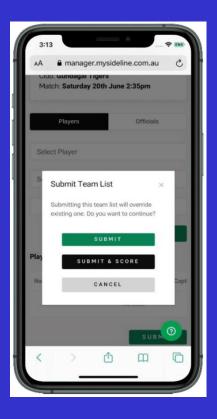


My Sideline Manager Training

SUBMITTING YOUR TEAM LIST

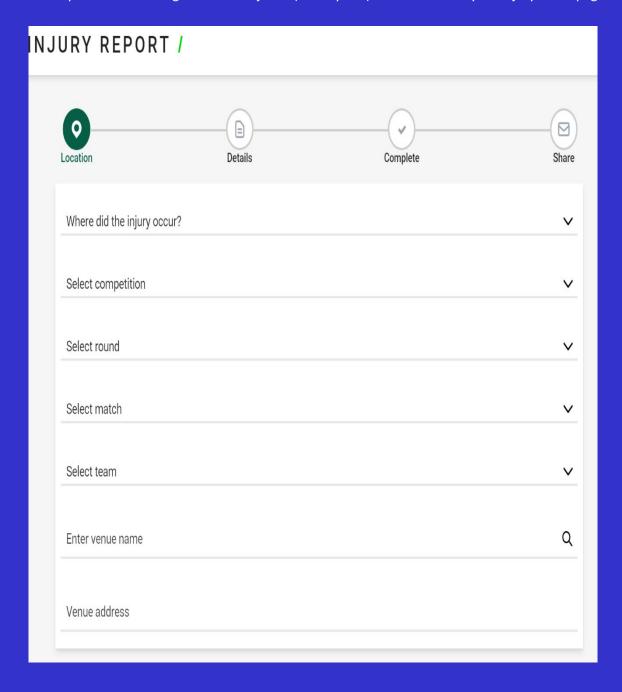
- ➤ All Teams are **REQUIRED** to submit a Team list via Mysideline Manager this will assist in recording Players who participate in each game. It will also enable you to effectively confirm Player IDs with opposition Managers and Officials.
- In order to input your Team list for each round;
 - Select the match you're submitting the Team for the next game will be listed first (see below left)
 - A default list will be generated based on the Team selection form the previous game. Please make sure each match is updated with all Players coming in and out of the Team.
 - For all 13+ games, Players should be listed in their actual position i.e. fullback, halfback, bench etc.
 - o List all jersey numbers there should be no two (2) jerseys the same.
 - Scroll to the bottom and select **Submit** when completed, this will save & update the Team
 list and will update your Player ID cards.
 - o Then press on **Officials,** add your Coach, Trainers and Manager.
 - Scroll to the bottom and select Submit.
 - o Injured/Concussion Protocol Players will not be available for selection until cleared
 - REMINDER: this process is to be completed by **9pm THURSDAY NIGHT BEFORE THE GAME.**
 - Once submitted you will be given 2 options (see below right);
 - Submit will allow you to remain on the current screen to either view the Digital ID cards or make any further changes – THIS IS THE OPTION YOU WILL CHOOSE WHEN SUBMITTING YOUR TEAM ON THURSDAY NIGHT
 - o <u>Submit & Score</u> this is the option you will choose on game day having made any required change. This will take you to Match Management for Scoring etc.





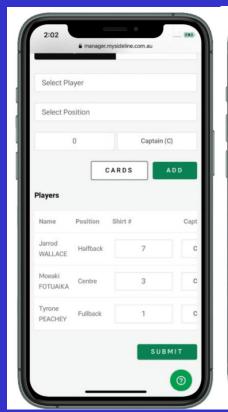
REPORTING INJURIES & INJURY CASES

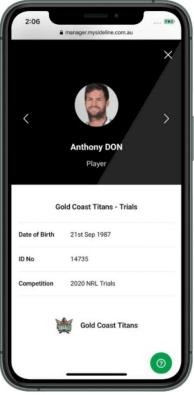
- Injury reports are completed using the Report an Injury Feature in MySideline Manager.
- Click on the Hamburger in the top left of screen, then select Report Injury.
- > The screen will have a series of drop-down boxes with some of those pre-populating.
- Complete this Form rather than the old paper-based Form
- Very simple & less messy to report injuries particularly HIA.
- > Players who are ineligible due to injuries (namely HIA) will be listed on your Injury Cases page.



PLAYER ID CARDS

- If you notice that a player's picture is more than two (2) years old, please have the player/parent/club secretary update the photo on their MySideline Profile.
- ➤ **Go to** https://profile.mysideline.com.au/, then log in, click on the hamburger in the top left hand corner, select My Profile, then EDIT PROFILE, then click on the image and choose a recent photo.
- Teams are responsible for checking the eligibility of Players for each Team, utilising the Player ID Cards on Mysideline Manager.
- > This process is to be undertaken up to 30 minutes prior to kick off
- Players available to play will have their cards made available once the squad has been selected by the Manager.
- Ensure your Team has been submitted.
- Select the Cards button.
- Swipe right to run through the ID cards for all Players participating in the game
- If a Player is playing up to assist, the Player/Parent will be able to access the Players ID card by logging into their profile via https://profile.mysideline.com.au/, then log in, click on the hamburger in the top left hand corner, select My Profile







Pictures uploaded to a MySideline Profile should look as above.

Close up Head Shot.

Player only in photo.

No Hats, No Sunglasses.

PLEASE CHECK WITH YOUR CLUB SECRETARY THAT
ANY PLAYERS PLAYING UP ARE ELIGIBLE TO PLAY. PLAYERS WHO PLAY UP AN
AGE GROUP MUST COMPLETE A PLAYING IN A HIGHER AGE GROUP CONSENT
FORM. THEY ARE AVAILABLE AT THE MANAGERS TABLE.

THE COMPLETED FORM MUST BE SUBMITTED WITH THE TEAM SHEET.

SCORING THE GAME — WHO DOES WHAT?

PURSUANT TO THE RULES OF THE GAME - APPLICABLE TO UNDER 10S AND OLDER ONLY

- ➤ Home Team Manager is to score utilising the My Sideline Manager site https://manager.mysideline.com.au/login (online live scoring).
- Away Team Manager is to score on both sets of score-sheets (paper copy as per the score sheet pages).
- Final result online (for U10s and older matches) is not to be submitted until both Managers have confirmed & agreed that their scores are aligned.
- Both Managers agree to the scores by signing the oppositions score sheet.

SCORING THE GAME - ONLINE

PURSUANT TO THE RULES OF THE GAME - APPLICABLE TO UNDER 10S AND OLDER ONLY

- Select 'Matches' in the menu
- > Select the match you are managing upcoming matches will come up first
 - o Please confirm you have selected the correct match
 - Round Number
 - Date
 - Time
 - Opponent
 - o Select Period 1 to start the match
 - o Once Period 1 is selected, you will be able to start scoring events

A SCORING EVENT OCCURS [TRY, GOAL, FIELD GOAL]

PURSUANT TO THE RULES OF THE GAME - APPLICABLE TO UNDER 10S AND OLDER ONLY

- Select the 'Scoring' Tab
- > To add a scoring event select the '+' icon next to the event that occurred.
- Select the Player from the drop down list
- Enter the time of the event (game time if you choose to)
- Once submitted, the score will update according to the event
- NOTE: If a Player is not able to be located from the list an option known as "unknown scorer" can be selected.
- If an error is made it can be amended on the "feed" tab which captures a list of events in chronological order
- Once a period has ended, simply start the next one by selecting the relevant period

RECORDING AN INTERCHANGE

- > Select the "Interchange" tab
- > To add an event, select the "+" icon next to the event.
- > Select the Player LEAVING the field
- > Select the Player ENTERING the Field
- > Enter the time (if you choose to)
- Select Submit
- NOTE: In the event of a sin bin/send off, you will not be required to select a Player ENTERING the field.
- > If an error is made, select the "Feed" tab as per scoring
- ➤ NOTE Gold Divisions and Open Mens Competitions 10 interchanges only Silver & Bronze Competitions have unlimited interchanges



NEED FURTHER INFO?



NRL ON FIELD POLICY



NRL NATIONAL CODE OF CONDUCT



NSWRL COMMUNITY RUGBY LEAGUE POLICIES AND PROCEDURES MANUAL



NSWRL CODE OF CONDUCT INCIDENT REPORT FORM



NRL POLICIES AND GUIDELINES



NSWRL COMMUNITY POLICIES AND DOCUMENTS



PARRAMATTA JUNIOR RUGBY LEAGUE DOCUMENTS



NRL GUIDELINES FOR THE MANAGEMENT OF CONCUSSION



NSWRL COMMUNITY HEAD INJURY FLOWCHART



NSWRL COMMUNITY HEAD INJURY RECOGNITION AND REFERRAL FORM

	PARRAIN	PARRAMATTA IUNIOR	I EAGUE - A	STEAGUE - A SUMMARY OF MAJOR ASPECTS OF PLAY 2025	- MAJOR ASPI	CTS OF PLAY	2025		
				•					
AGEGROUP	9	1	00	6		1.1	12	12 Girls	10/12 Tag
NUMBER OF PLAYERS ON FIELD	6	9	8	8	11	11	13	11	8
MINIMUM NUMBER PLAYERS ON FIELD	4	4	9	9	oo.	00	11	6	9
MAXIMUM NUMBER OF PLAYERS TEAM	10	10	15	15	18	18	22	20	15
MAXIMUM TRAINERS PER TEAM	2	2	2	2	2	2	2	2	2
MATCH DURATION	4 x 8 min	4x8min	4x8min	4x8min	2 x 20 min	2 x 20 min	2 x 20 min	2 x 20 min	2 x 20 min
MINIMUM PLAYING TIME (UNBROKEN)	2 quarters	2 quarters	2 quarters	2 quarters	1 half	1 half	1 half	1 half	1 half
HALFTIME	3 min	3 min	3 min	3 min	4 min	4 min	4 min	10 min (whistle to whistle)	10 min (whistle to whistle)
FIELD SIZE	40×20m	40×20m	68 x 30 m	68×30 m	80 x 48m	80 x 48m	100 x 68m	80 x 48m	80 x 48 m
BALL SIZE		Mini Ball	I-Size 3		M	Mod Ball - Size 4			
MARKERS	No marker	No marker	No marker	1 marker	1 marker	1 marker	1 marker	1 marker	1 marker
DEFENSIVE LINE			Defende	Defenders stand back 5m from the U6's to U14's at U15's they stand back 10m	om the U6's to U1	4's at U15's they si	tand back 10m		
RESULT FROM A KNOCK ON OR FORWARD PASS	Chance rule	rule		Hand	dover (unless an a	Handover (unless an advantage is gained) to the non offending team	d) to the non offe	inding team	
NUMBER OF TACKLES	Tag	9	9	9	9	9	9	9	9
ZERO TACKLE	N/A	A zero tackle wil	II be signalled w	when the non-offen The initi	ding team gains po al tackle from a 20	on-offending team gains possession of the ball from a kno The initial tackle from a 20m restart will be a zero tackle.	all from a knock a zero tackle.	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.	accidental offside.
MINIMUM PASSES REQUIRED BEFORE PLAYER IS TACKLED OR SCORES, FOR TEAM TO AVOID TURNOVER OF POSSESSION	1 pass (minimum)	inimum)	2 passes (minir	mum) - Except if the p	layer wearing vest rui	ns with the ball from t	their nominated pc	2 passes (minimum) - Except if the player wearing vest runs with the ball from their nominated position, and is tackled without passing	ithout passing.
First Receiver & Dummy Half Vests	Z	N/A	First Receiver (FR)			First Receiver (F.	First Receiver (FR), Dummy Half (DH)	Ē	
ROTATION OF VEST(S)	Z	N/A	Minimum at quarter time.	quarter time.		Minimum 8	Minimum at half time.		N/A
START OF PERIOD					Kick off from halfway	way			
DISTANCE BALL MUST TRAVEL AT START TO BEGIN PERIODS FROM 15 WAY.					5 metres				
RESTART OF PLAY	Tap kick from Scoring	Tap kick from 5m line to non- scoring team			Tap kick fr	Tap kick from halfway to non-scoring team	n-scoring team		
KICKING	No ki	No kicking in general pla	lay			Kicking in general play (NO bomb kicks)	play (NO bomb	cicks)	
Mercy Rule			J	Once a team reaches 60+ points above the oppositions score	es 60+ points abov	ve the oppositions	sscore		
			National 9	National Safeplay Code 6-15 yrs	-15 yrs				
A SUMMARY OF KEY ASPECTS OF THE CODE:	ODE:	A PENALTY WILL	BE AWARDEL	A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE	BREACH OF THE	S CODE.		,	APMAR.
X Tackles above the armpits are not permitted	Pa	X Dangerous flops are not permitted	s are not permi	tted					
X Shoulder charges are not permitted		X Verbal abuse / foul language is not permitted	foul language is	not permitted			2		
X Aggressive palms are not permitted		X No pushing in scrums (13-15 years)	crums (13-15 ye	aars)				LEAGU	7 3 7
X Slinging / swinging is not permitted		X Dangerous tack	des are not pen	X Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)	g, pushing, ankle t	aps)			

		JL JL	JUNIOR LEAGU		MARY OF IN	SUMMARY OF MAJOR ASPECTS OF PLAY 2025	ECTS OF PI	LAY 2025					
	13 & 14	14 Female	14 Female						19 & 21	0pen	Open Men's Open Men's	Open Men's	
AGEGROUP	Male	Piop	Silver	15 Male	16 Male	16 Female	17 Male	18 Female	Male	Womens	Bronze	Gold &	14-35 Tag
NUMBER OF PLAYERS ON FIELD	13	13	11	13	13	13	13	13	13	13	13	13	11
MINIMUM NUMBER PLAYERS ON FIELD	6	6	6	6	6	6	6	6	6	6	6	6	œ
MAX NUMBER OF PLAYERS TEAM GAME	20	20	20	20	20	20	20	20	20	20	20	20	20
TOTAL SQUAD NUMBERS	22	22	20	25	25	25	25	25	28	Unlimited	Unlimited	Unlimited	20
MAXIMUM TRAINERS PER TEAM	m	m	3	3	8	m	3		3	3	3	3	
MATCH DURATION	2 x 25 min	2×25 min	2 x 25 min	2 x 25 min	2 x 30 min	2 x 25 min	2 x 30 min	2 x 30 min	2 x 30 min	2 x 30 min	2 x 30 min	2 x 35 min	2×25 min
INTERCHANGE Male		All Male Divi	All Male Division 1/Gold Competitions	ompetitions		4	III other Male	All other Male Competitions	10	All Tag comp	All Tag competitions are unlimited interchanges per	nlimited inter	changes per
	are U13/1. U1	Limited to 10 14/1, U15/1, U	are Limited to 10 Interchanges (Max 2 at once) U13/1, U14/1, U15/1, U16/1, U17/1, U19, U21, Open Mens	: (Max 2 at on U19. U21. Op	ce) en Mens	Unlim (Divis	ited Intercha	Unlimited Interchange (Max 2 at once) (Division 2/Division 3/Silver/Bronze)	once)		match (Max	match (Max 2 at once)	
INTERCHANGE Female		Unlimited	Unlimited Interchange for all Female Tackle Competitions	r all Female T	ackle Compet			All	Tag competiti	ons are unlim	All Tag competitions are unlimited interchanges per match	nges per mato	£
HALF TIME Whistle to Whistle							10 min						
FIELD SIZE							100 x 68m						
BALL SIZE						Intern	International Ball - Size	Size 5					
MARKERS							2 Markers						
DEFENSIVE LINE	Defenders:	Defenders stand back 5m for U13 & U14's	n for U13 &				U.	U15's to Open's stand back 10m	stand back 10	m.			
RESULT FROM A KNOCK ON OR FORWARD PASS					Handover (unl	Handover (unless an advantage is gained) to the non offending team	age is gained	l) to the non of	ffending team				
NUMBER OF TACKLES							Six (6)						
ZEROTACKLE		A zero tac	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.	nalled when t	the non-offend The initia	m-offending team gains possession of the ball from a kno The initial tackle from a 20m restart will be a zero tackle	is possession a 20m restart	of the ball fro t will be a zero	m a knock on, tackle.	forward pass	s, or accidenta	al offside.	
SIX AGAIN RULE		Only applica	Only applicable to 15 & 16 Male PJRL Competitions	Male PJRL C	ompetitions		Applicable to beyo	Applicable to 15 & 16 Male Competitions. Six more tackles will be signalled for infringements beyond the 40-meter line, with penalties still given inside the 40-meter zone.	e Competitior ter line, with	ns. Six more ta penalties still	sckles will be s I given inside t	signalled for ir the 40-meter	fringements one.
START OF PERIOD						Kick	Kick off from halfway	vay					
MERCY RULE					Once a tea	Once a team reaches 60+ points above the oppositions score	+ points abov	e the oppositi	ons score				
				Nation	al Safeplay	National Safeplay Code 6-15 yrs	rrs						
A SUMMARY OF KEY ASPECTS OF THE CODE:	ODE:		A PENALTY	WILL BE AW	ARDED FOLL	A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.	REACH OF T	HIS CODE.		Ĺ		PWYS	
X Tackles above the armpits are not permitted	ted		X Dangerous	X Dangerous flops are not permitted	t permitted							S. S	IA.
X Shoulder charges are not permitted			X Verbal abuse /	ise /foul lang	foul language is not permitted	ermitted				2	4		
X Aggressive palms are not permitted			X No pushing	imes No pushing in scrums (13-15 years)	3-15 years)								7
X Slinging / swinging is not permitted			X Dangerous	tackles are r	not nermitted	X Dangerous tackles are not permitted (trips lifting pulshing ankle tans)	oushing ankl	a tanel			7 5 5	9 0 0	

X Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)

X Slinging / swinging is not permitted







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