



Central Highlands Junior Rugby League

2026 Operations Manual

Please print a copy and keep it in your Comms Box for use on game days. This will help with clarifying the rules when needed.

The 2026 Operations Manual supersedes all previous editions and serves as the official reference for all individuals involved in the daily management and administration of Rugby League Clubs within the Central Highlands Junior Rugby League region, affiliated with Queensland Rugby League (QRL).

Amendments to this document may only be made by the Central Highlands Junior Rugby League Executive Committee. All rules and provisions contained herein take effect and are enforceable from the date of issue.

Contents

Table of Contents

LOCAL LEAGUE CONTACTS	5
PART 1 GOVERNANCE & ADMINISTRATION.....	6
REFERENCE DOCUMENTS	6
AFFILIATION	6
QRL ABEYANCE PERIOD.....	6
MATCH SANCTIONING & PERMISSION TO PARTICIPATE.....	7
LIQUOR.....	7
MEETINGS.....	7
REGISTRATIONS.....	7
PLAYER CLEARANCE & PERMITS.....	7
GROUND MANAGER.....	8
PART 2 FACILITIES & EQUIPMENT.....	9
FACILITIES.....	9
GROUND MARKINGS AND DIMENSIONS.....	9
FIELD DIAGRAM.....	10
FIELD EQUIPMENT.....	11
PLAYER EQUIPMENT.....	11
DANGEROUS & PROHIBITED EQUIPMENT.....	11
MATCH FOOTBALLS.....	12
BENCH ALLOCATIONS.....	12
WARTM UP AREA.....	12
SCOREBOARD & TIMEKEEPING.....	13
PA SYSTEM & SPEAKERS.....	13
VIDEOGRAPHY.....	13
PART 3 COMPETITION FORMAT.....	13
GENERAL COMPETITION RULES.....	13
COMPETITION POINTS.....	14
MINI LAWS.....	14
MODIFIED LAWS.....	14
INTERNATIONAL LAWS.....	14
CANCELLATION, POSTPONEMENT, ABANDONMENT &/OR SUSPENSION OF MATCHES.....	14
FORFEIT.....	15
FINAL SERIES.....	16
FORMAT.....	16
EXTRA TIME.....	16
PART 4 PLAYER ELIGIBILITY.....	17
JUNIOR ELIGIBILITY.....	17

18/15 MONTH REGISTRATION WINDOW.....	18
REPRESENTATIVE SELECTION.....	18
SUSPENDED PLAYERS.....	18
PART 5 TEAM LIST SUBMISSION & MATCH REPORTS.....	18
TEAM LIST SUBMISSION.....	18
GAME DAY REQUIRMENTS.....	18
MATCH REPORTS.....	19
SCORING & RESULTS.....	19
TECHNICAL ISSUES.....	19
PART 6 MATCH TIMES.....	19
PART 7 MATCH OFFICIALS.....	20
REFEREE FEE SCHEDULE.....	21
PART 8 GAME DAY.....	22
ADMISSION PRICES.....	22
BALL PERSON.....	22
SIDELINE & BENCH AREAS.....	22
PLAYERS & TEAM STAFF.....	22
INTERCHANGE PROCESS.....	23
DISMISSED PLAYERS.....	24
TEMPORARY SUSPENSION.....	24
PERMANENTLY DISMISSED PLAYERS & TEAM STAFF.....	24
HEAT POLICY.....	24
SPORTS TRAINER ROLE & RESPONSIBILITIES.....	25
INJURY MANAGEMENT.....	25
CONCUSSION MANAGEMENT PROTOCOL.....	25
IMMEDIATE REMOVAL FROM PLAY.....	26
RETURN TO PLAY REQUIRMENTS.....	26
TRIBUNALS.....	27
PART 9 CHJRL AWARDS.....	28
3-2-1 PLAYER POINTS.....	28
END OF SEASON AWARDS.....	28
AWARDS TABLE.....	29
3-2-1 POINTS FORM.....	30

LOCAL LEAGUE CONTACTS

Junior League

President

Tommy Hewitt
M: 0408 985 370
E: president@chjrl.com.au

Secretary

Lee Matthews
M: 0488 782 319
E: secretary@chjrl.com.au

Treasurer

Tiffany Pulford
M: 0408 862 627
E: treasurer@chjrl.com.au

Senior League

Chairperson

Graham Campbell
M: 0477 365 298
E: president@chrugbyleague.com.au

Secretary

Angela Renton
M: 0408 450 491
E: secretary@chrugbyleague.com.au

Treasurer

Scott Ryan
M: 0418 439 034
E: treasurer@chjrl.com.au

CH Referees Association

Tim Steinhardt- President
M: 0412 955 207
E: chreferees@outlook.com

QRL League and Club Coordinator Central Highlands and Central Region

Carmen Limbrick
M: 0488 670 121
E: c.limbrick@qrl.com.au

NRL Game Development Officer

Connor MacLennan
M: 0473 806 477
E: cmacclennan@nrl.com.au

QRL CQ Area Manager

Jade Johnson
M: 0400 701 567
E: j.johnson@qrl.com.au

PART 1 | GOVERNANCE & ADMINISTRATION

Queensland Rugby League (QRL) is the governing body for all rugby league clubs and competitions across the state of Queensland.

The rules, policies, and procedures outlined in this Operations Manual are designed to align with those of both the QRL and the National Rugby League (NRL), ensuring consistent interpretation and application throughout the Central Highlands Junior Rugby League and its affiliated clubs.

If any information contained within this document conflicts with or contradicts a QRL or NRL rule or policy, the corresponding QRL or NRL rule or policy will take precedence.

Please note that QRL and NRL rules, policies, and procedures are subject to change and may be updated periodically.

REFERENCE DOCUMENTS

All documents can be located on the QRL website – Club House [QRL Clubhouse](#)

- [QRL Rule Part 1 - Introduction, Definitions & Interpretations](#)
- [QRL Rule Part 2 - Administration of Regional Council](#)
- [QRL Rule Part 3 - Local Leagues](#)
- [QRL Rule Part 4 - Players & Coaches](#)
- [QRL Rule Part 5 - Tribunals](#)
- [Working with Children \(Risk Management and Screening\) Act 2000](#)
- [Blue Card Services | Your rights, crime and the law | Queensland Government](#)
- [NRL Policies and Guidelines](#)
- [NRL Laws of the Game - Community](#)
- [Incident Reporting Form 2025](#)

AFFILIATION

Any club wishing to participate in the Game during a given Football Year must complete the QRL affiliation application by the specified deadlines and prior to fielding any team. The QRL reserves the right to refuse an affiliation application if a club has not met its financial obligations or is in breach of any QRL or subordinate rule and has failed to remedy that breach within a reasonable timeframe following written notice from the Area Manager.

Clubs that are in arrears with the Local League or the Central Highlands Referees Association at the end of the fiscal year will be deemed unaffiliated and will lose voting rights until all outstanding amounts are paid.

An annual affiliation fee of \$250 (inc. GST) will be charged to each junior club at the start of the season, with an additional \$30 per player affiliation fee applied once seasonal registrations close.

All required QRL affiliation documentation must be lodged prior to the CHJRL Annual General Meeting. Failure to do so will result in the club remaining unaffiliated and losing voting rights until the necessary paperwork is submitted and approved.

QRL ABEYANCE PERIOD

QRL observes an Abeyance Period for all rugby league matches, trials, and carnivals conducted by any Body affiliated with the QRL. This period commences on the third weekend of October and concludes at the end of the second weekend of January.

It is important to emphasise that if a QRL-affiliated Body, or its players, participates in any rugby league event during this Abeyance Period, it will constitute a breach of QRL Policy. Additionally, any

such participation will not be covered under the QRL Insurance Policy.

MATCH SANCTIONING & PERMISSION TO PARTICIPATE

To host or participate in any QRL-sanctioned matches outside your local competition—including carnivals, exhibition games, and similar events—all relevant forms must be completed and approved within the timeframes outlined below. [Match Sanctioning | QRL](#)

FORM	MINIMUM TIMELINE
Permission to Host (within QLD)	14 days prior to event date
Permission to Participate	7 days prior to event date
Travel & Tour Application – Domestic & International	Host Club – Six weeks in advance of travel date Travelling Team – Four weeks

LIQUOR

Clubs must ensure that all alcohol sales comply with the Queensland Liquor Act 1992 and the guidelines for Liquor Licensees as administered by the Office of Liquor and Gaming Regulation. All liquor products sold must align with QRL branding requirements and the partnership agreement with XXXX and Lion.

No alcohol is to be sold at junior fixtures, unless prior approval by QRL regional manager. Ongoing or repeated breaches may result in the loss of hosting rights and/or the removal of all teams from the competition.

MEETINGS

Every club must send at least one representative to each general meeting.

Each club must attend at least two meetings in person each year (including General Meetings and the AGM).

If a club misses two meetings in a row, it will be fined \$100.

REGISTRATIONS

Players

All players must register online via MySideline before taking part in training, trial games, or competition matches.

First-time players must provide valid ID:

- Birth Certificate
- Driver License/18+ Card
- Passport.

Coaches, Trainers & Volunteers

All coaches, trainers, team officials, and volunteers (including Team Managers) must be registered in MySideline before the season starts. They must hold a current Blue Card and complete the Child Safety – Patrons of the Game module. Coaches and trainers must also hold the required NRL accreditation.

Any player receiving payment from a Club must sign the standard playing contract, which must be lodged with the League before any payments are made.

PLAYER CLEARANCE & PERMITS

All clearances and permits must be submitted through the My Sideline database.

Players must be fully cleared via the My Sideline database prior to participating in a trial and/or competition game with the gaining club.

CLEARANCE

A clearance is required at any time when a player and/or match official moves from one Club/Association to another Club/Association.

A clearance can commence during the registration period of 1 November until 30 June for competitions.

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.

Junior Representative players cannot transfer within the Central Highlands Junior Rugby League in the season immediately following their representative year. Applies to players who have represented Central Highlands or higher (club) or Capricornia or higher (school).

PERMIT

A permit is required when a player is registered in one Club (primary club) and seeks permission to play in another Club on an interim basis.

Teams may have up to five (5) permitted players for the season, with no more than three (3) allowed in any match.

GROUND MANAGER

All Ground Managers must wear a red vest labelled *GROUND MANAGER* or *GAME DAY STAFF*.
Before Each Match:

- The Grounds Manager must introduce themselves to the referees.

This ensures referees know who to call on for crowd control, behaviour issues, or incidents.

Key Responsibilities:

- Oversee the off-field environment during matches.
- Enforce the NRL National Code of Conduct.
- Manage spectator behaviour.
- Ensure the safety and wellbeing of all participants and spectators.
- Complete the Game Day Checklist before games start. [Game Day Checklist](#)

Requirements:

Each international field must have at least one accredited Ground Manager present before games can begin.

Both the host and visiting teams must supply one Ground Manager each.

All Ground Managers must be 18 years or older and completed the [Ground Manager Induction](#).

Further Information: See the Ground Manager Handbook for full details. [Ground Managers Handbook](#)

PART 2 | FACILITIES & EQUIPMENT

FACILITIES

Each club must make sure their home venue is well-presented and has enough ground managers to support spectators and officials.

If the condition of the ground is in doubt, the League President will make the final decision by 9am on game day.

For international matches, the club must provide a digital timer that shows the match time.

The host club must supply enough ice, water, and shade for the team benches during daytime games

GROUND MARKINGS & DIMENSIONS

These provisions set out the official markings and dimensions of the playing surface for all competition matches. The host club is responsible for having its field lines marked and painted in strict accordance with this manual.

For all mini and modified laws matches, field markings may be made using paint or markers/witches' hats. Each international venue's playing surface shall include the following grid line markings:

- 10m.
- 20m.
- 30m.
- 40m (Red Line).
- 50m.
- Goal line.
- Dead ball line; and
- Touch line.
- Red Line 2m outside the playing field.

The grid line marking shall be unbroken lines, white or black in colour and 10cm in width except for the 40m line (red).

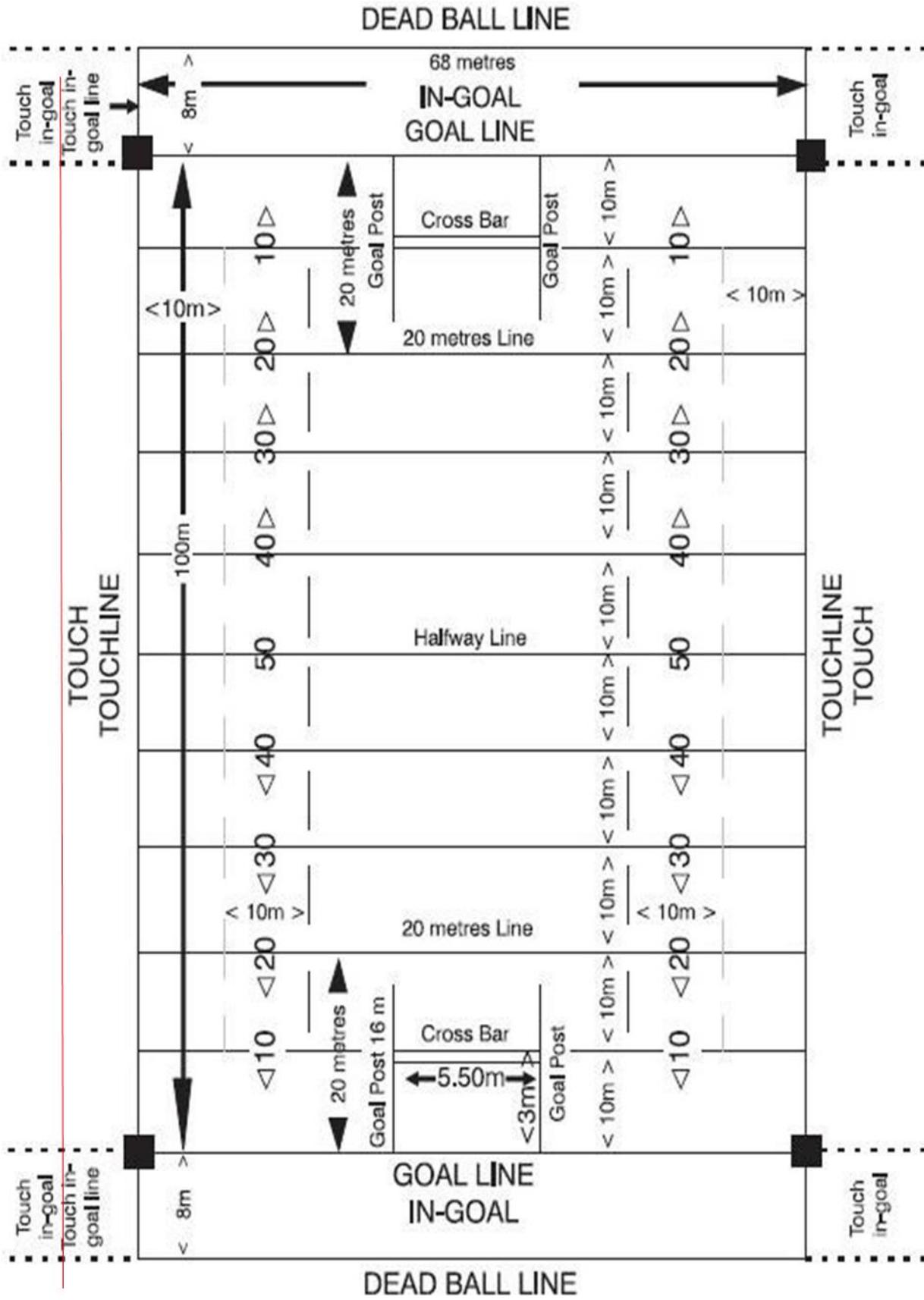
Each venue's playing surface may include distance markings. Where the home team elects to include distance markers they shall be placed at the following lines, and white or black in colour and 2m in height.

Each venue's playing surface shall include 10m and 20m lines. Such lines will be marked both 10m and 20m in from the touchline, are to be 10cm in width, white in colour and to a length of five (5) meters (2.5m either side of the cross line for free kicks and 5m between the cross lines for scrum marks).

The broken lines in the diagram shall consist of marks or dots on the ground not more than 2 meters apart. All transverse lines must be marked across the full width of the field.

Each venue must have a red line marked at least 2 meters outside the playing surface. All players and on-field staff waiting to enter the field of play must remain behind this line to ensure match officials have unobstructed space to move along the sideline – this includes ball persons. A red box must also be marked around each bench area. Interchange players, coaching staff, and on-field staff are required to remain within this designated area throughout the match, except when players are interchanging or when on-field staff are required to enter the field.

FIELD DIAGRAM



FIELD EQUIPMENT

Corner posts shall be placed at the intersection of each touch line and goal line. The posts shall be nonrigid material and shall be not less than 1.25m high.

For the avoidance of doubt, spring loaded corner posts and/or those with metal spikes are not permitted for use.

Corner post pads may be no wider than the width of the touch line.

Goal post pads shall be a maximum width and depth of 50cm.

PLAYER EQUIPMENT

A Player must not wear any item that might prove dangerous to other players. If in doubt a player is required to have any such item approved by the match officials prior to the commencement of the match. A player's normal gear shall consist of a numbered jersey, a pair of shorts, socks and studded boots or shoes.

A player may wear compression garments but may only do so as follows:

- The length of the garment must not extend below the elbow or knee of the player, outside the neck/collar of the jersey, or the length of the playing sock.
- The colour of the garment may only be black or an approved colour, which shall be the colour of the playing socks.
- The wearing of full-length compression garments is not permitted unless approved by the League President and upon medical advice.

Protective clothing may be worn provided it contains nothing of a rigid nature. Protective clothing refers to shoulder pads, arm bands, rib covering, head gear, hip pads and must not be of a rigid nature. The match officials will make a final decision in areas of doubt relating to what is considered as rigid.

Studs on boots or shoes must be no less than 8mm diameter at the apex and, if made of metal, must have rounded edges.

Jerseys must be manufactured in accordance with the [QRL BRANDING GUIDELINES](#) relevant to the year of competition and jersey artwork must be sent to the local QRL L&CC for prior approval. Please note jerseys must adhere to QRL Branding Guidelines.

DANGEROUS & PROHIBITED EQUIPMENT

- No gloves or mittens are allowed.
- All visible jewellery must be removed. Any jewellery you can't see must be taped over.
- Hair beads must be removed or fully covered with suitable headgear.
- Power bands and wristbands are allowed, but they must be completely covered with tape.
- No tying or bunching your jersey to make it tighter.
- Any unusual or modified gear must be approved by the League President (or delegate) before it can be used.
- Referees can require a player to remove any unsafe item, and the player cannot continue playing until it's removed.
- If removing the item delays the game, the player must leave the field to fix it.
- Officials should check all equipment before the match starts

MATCH FOOTBALLS

Correct Ball Types by Age Group

- U6–U9: Must use official Steeden QRL Mini footballs.
- U10–U12: Must use official Steeden QRL Mod footballs.
- International (Junior): Must use official Steeden QRL Size 5 footballs.

All balls must be clean with no extra markings.

Coloured Balls for Visibility Needs:

- Coloured balls (pink, orange, green, etc.) may be used only for players who have sight or reading difficulties (e.g., Dyslexia).
- Clubs must register these players, list their needs and preferred colours, and email the CHJRL Secretary and Registrar at the start of the season or when identified.

Balls Supplied to Clubs Each Season

- 1 mini ball per mini team
- 1 mod ball per U10/U11 team
- 2 mod balls per U12 team
- 2 size 5 balls per international junior team
- 4 Coloured mini balls per club
- 4 Coloured mod balls per club
- 4 Coloured size 5 balls per club
- Hosting clubs in finals receive 3 size 5 balls for each round

Match Day Responsibilities

- Host clubs must have enough footballs available and ensure colored balls are ready if needed.
- Host clubs must inform referees when a colored ball will be used.

Ball Collection Procedures

- At the end of each half and match, officials return balls to the officials' room.
- Ball people retrieve balls before the next half or game begins

BENCH LOCATION

Both the home and visiting team benches must be on the same side of the field bounded by a red line as per the ground marking guide.

Where team benches are located within the playing area (i.e. inside the fence) the following provisions must be adhered to:

- Adequate seating and shade shall be provided for each team and placed parallel to the touch line. This seating should be of a resilient nature and located as near to the 50m line as possible.
- Personnel on the bench may comprise only those people directly related to the conduct of the match (i.e. coaches, interchange players, trainers, team manager, tee person).

NOTE - In places such as McIndoe where the crowd is in close proximity the benches should be taped or roped off clearly indicating that spectators etc. are not permitted to be in that space.

WARM UP AREA

The home team shall ensure a safe, secure and suitable area is provided for warm up.

Both teams must return to the dressing room at least five (5) minutes prior to the scheduled kick off time.

SCOREBOARD & TIMEKEEPING

- Timer: A working digital clock (minutes & seconds) must be provided and count down (e.g. 40:00 → 0:00).
- Backup: A backup timing system must be available.
- Official Time: The home team keeps official match time. The visiting team may supply a timekeeper but accepts the home team's timing if they don't.
- Final Authority: The official timekeeper's call is final unless overruled by the League President.

GAME TIMING & SIGNALS

- End of Half: Siren sounds continuously until the referee raises an arm.
- End of Play: Referee blows whistle and waves both arms across body.
- Siren Failure: Use an air horn. If unheard, the home team must alert officials.
- Start of Play: Referee blows whistle and raises one arm.
- Time Off (Finals Only): Referee raises both arms straight up — stop the clock.
- Restart: Referee waves one arm overhead — restart the clock.

SIN BIN TIMING

The timekeeper tracks all sin-bin periods and notifies both teams when a player may return.

PA SYSTEM & SPEAKERS

- No announcements while a player is preparing or kicking for goal.
- No announcements about referee decisions or match official performance.
- No derogatory announcements about any club, player, official, spectator, or the game itself.
- QRL Positive Environment messages must be played throughout the game day.

VIDEOGRAPHY

Host clubs must record every international match and upload the full, unedited game to HUDL by 12pm on the first business day after the match (usually Monday).

- Video must run continuously from kick-off to kick-off—no pausing.
- Not uploading the full match will result in a \$1000 fine.

Only one approved person per club will have HUDL upload access. They must not share their password with anyone. The system tracks all user activity. Any breach will result in a fine and removal of access.

Players or anyone else who accesses or uses HUDL footage without permission will be fined and may also face suspension.

The QRL and the League own all recorded footage and may use it however they choose to promote or support the competition.

PART 3 | COMPETITION FORMAT

GENERAL COMPETITION RULES

Competitions run from Under 6 to Under 18, depending on age allocations.

The League sets grades, season dates, and finals formats.

All players must meet QRL age eligibility rules (Rule 4.1.3).

No player may play in multiple teams within the same age group.

Clubs who have two teams in the same age group, the teams must be of mixed age and equal ability. CHJRL and QRL will review team structures by week four of the season and consult with club presidents if changes required.

COMPETITION POINTS

- Win: 2 points
- Draw: 1 point
- Loss: 0 points
- Bye: 2 points
- Forfeit Win: 2 points (recorded as a 40–0 win)
- Forfeit Loss: 0 points
- Weather Cancellation: Treated as a draw (1 point each)

Teams are ranked by total points at the end of the regular season.

MINI LAWS – (UNDER 6 – 9)

U6–U7: Played under League Tag laws.

U6 coach may stay on-field all season.

U7 coach may remain on-field for Round 1 only.

U8–U9: Played under Mini Laws.

No scores recorded or displayed for U6–U9; these age groups are developmental only.

MODIFIED LAWS – (UNDER 10 – 11)

All matches follow Modified Laws of the Game.

No scores recorded or displayed; age groups are non-competitive.

INTERNATIONAL LAWS – (UNDER 13 & OLDER)

U13 and U15 play under the [NRL - Safeplay Code](#)

Minimum 9 players must participate; less than 9 end the match on safety grounds, and the result is determined under cancellation, postponement, abandonment and/or suspension of matches.

No shared players in points-based matches.

Teams play 11-a-side if either team has 13 or less players, unless both coaches and officials agree to play 13-a-side.

Matches must start on time; the referee may delay kick-off by up to 10 minutes. After that, failure to field a team results in a forfeit.

CANCELLATION, POSTPONEMENT, ABANDONMENT AND / OR SUSPENSION OF MATCHES

Matches can only be cancelled, delayed, or abandoned with the League President's prior approval.

- If the referee cancels or abandons a match, no replay will occur.
- If more than half the match is completed, the current score stands.
- If less than half is completed, it's a draw (0–0) and each team gets 1 point.
- If a team cannot play due to approved extenuating circumstances and the match can't be replayed; it's also a draw (0–0) and each team gets 1 point.

If a match stops because a team doesn't have enough players:

- More than half played → Current score stands.
- Less than half played → Team at fault forfeits; other team gets 2 points and a 40–0 win.

Emergency circumstances include:

- Extreme Weather Event/ Natural disasters (e.g. Rain, flood, fire, earthquake)
- Player/official safety risks (e.g. lightning, extreme heat)
- Other situations deemed emergencies by the League President or Referee

Procedure:

- The League President (or nominee), referee, and team management decide on postponement or cancellation.
- The referee may suspend play if conditions are unsafe.
- If delayed (e.g. weather), a decision will be made on how long to wait.

If stopped mid-game:

- Treated as a time-out, referee notes field position, possession, and tackle count.
- If play resumes soon, it continues from the same point.
- If not, details are reported to the League President.

FORFEITS – Junior Fixtures – International Teams Only

Before 12pm the day before the game:

- No forfeit fee.

Team must:

- Tell their club President and Secretary.
- President must contact the hosting team, League President, Secretary, and Referee Association (by phone/text).
- Post the forfeit on the Game Day Coordinators Messenger Page.

After 12pm the day before:

- \$500 forfeit fee.

On game day:

- \$1000 forfeit fee.

Who gets the fee:

- If the away team forfeits → fee goes to the home team.
- If the home team forfeits → fee goes to the Local League.
- If two teams from clubs other than the hosting club reschedule their match, those two clubs must split the fee and pay the hosting club a total of \$750.

Rescheduling a game:

- Must be within 3 weeks and posted on the Game Day Coordinators Messenger Page.
- Registrar must be informed to update MySideline.

- If not done → counted as a forfeit.

Notifications:

- League President, Registrar, Referee Association and local QRL L&CC must be notified about all forfeits or any match changes.

FINALS SERIES

FORMAT

The four (4) highest ranked teams shall compete in a final series for the Under 13 – 17

Week	Game	Match Name	Home Team	Away Team
1	1	Major Semi Final	Team 1	Team 2
1	2	Minor Semi Final	Team 3	Team 4
2	3	Preliminary Final	Loser of Game 1	Winner of Game 2
3	4	Grand Final	Winner of Game 1	Winner of Game 3

At the conclusion of the premiership rounds, if two (2) or more teams are equal on competition points, the final series rankings will be determined according to the following criteria:

- The greater positive difference between points scored for and against, then if equal.
- The greater percentage of points scored for and against, being determined by: Points scored for x 100
- Points scored against x 1 then if equal.
- The most tries scored, then if equal.
- The most goals kicked, then if equal.
- The most drop goals kicked, then if equal.
- By the toss of a coin.

The venue for the Under 13– 18 finals series matches will be determined by the Finals Matrix. The Management Committee reserves the right to adjust the Finals Matrix under special circumstances in consultation with the club members.

Clubs nominated on the Finals Matrix may decline to host their nominated final. If the hosting club chooses to do so they must put in writing their intentions to the league President at least a month before nominated hosting date. The president will notify all other clubs who are not hosing a final series in that calendar year to put forward an expression of interest to host.

The fee for each junior final's series, Semi-Final, Preliminary Final & Grand Final, shall be \$1500 each to be paid by the hosting club. Central Highlands Junior Rugby League will invoice the appropriate hosting club, and this invoice must be paid prior to the event.

Please refer to referee payments for the final series.

All match balls for the 3 x final series rounds will be supplied by CHJRL, prior to the event.

EXTRA TIME

If scores are equal at the conclusion of normal time in any Finals Series match, then in such matches a period of extra time shall follow:

- The commencement of the period of extra time shall be determined by the toss of a coin as described under the Laws of the Game.

- Regardless of whether points have or have not been scored in the first extra time period of five (5) minutes, the referee shall cease play, and teams shall immediately change ends. The team that did not kick-off to commence the initial period of extra time, will kick-off to recommence the second period.
- Play shall then continue for a further period of five (5) minutes.
- At the completion of the two (2) x five (5) minute periods, the team with the most points will be the winner of the match.
- Should the scores remain level after the extra time period, play shall continue for an unlimited time until the first point(s) have been scored to determine the winner of the match.
- In such golden point period, the first scorer of any point(s) (e.g. field goal, penalty goal or try) will immediately be declared the winner.

FINALS SCHEDULE 2022 - 2029			
Year	Semi Finals	Pre-Liminary Finals	Grand Finals
2022	Clermont	Dysart	Brothers
2023	Middlemount	Tigers	Peak Downs
2024	Springsure	Blackwater	Clermont
2025	Dysart	Peak Downs	Tigers
2026	Brothers	Clermont	Middlemount
2027	Blackwater	Brothers	Springsure
2028	Peak Downs	Middlemount	Dysart
2029	Tigers	Springsure	Blackwater
2030 Start again	Clermont	Dysart	Brothers

PART 4 | PLAYER ELIGIBILITY

A player shall be deemed eligible for the finals series of the competition after playing three (3) competition matches

JUNIOR AGE ELIGIBILITY - [QRL - Part 4 - Player & Coach](#)

AGE IN CALENDAR YEAR	ELIGIBLE AGE GROUPS	MUST NOT PLAY
5	U6	U7 or above
6 *	U6	U7 or above
7*	U7	U8 or above
8	U8, U9	U10 or above
9	U9, U10	U11 or above
10	U10, U11	U12 or above
11	U11, U12	U13 or above
12	U12, U13	U14 or above
13	U13, U14	U15 or above
14	U14, U15	U16 or above
15	U15, U16	U17 or above
16	U16, U17	U18 or above
17	U17, U18	Seniors **

18	U18, Seniors	Seniors **
----	--------------	------------

** 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 will be required to apply for the exemption to play in a senior competition.

18/15 MONTH REGISTRATION WINDOW

Only players born 1 July–31 December may apply to play down an age group if their current age group is too challenging. This rule isn't for players wanting to dominate younger groups.

Players who have played representative football cannot apply for two years after their selection.

To apply, parents submit the 18-Month Registration form to the club.

The club president reviews it and, if supported, sends it with the player's details (DOB, size, experience, photo) to the Local League President to forward to QRL for the final decision. Decisions can change during the season.

To be considered, the player must:

- Be born 1 July–31 December
- Give up the right to play up any age group
- Have no representative experience
- Not be above the 85% for height/weight for their age

For combined age groups (like U16 and U17), only players born 1 October–31 December may apply under the 15-month rule.

SUSPENDED PLAYERS

Any Player who is suspended or disqualified from playing rugby league by the QRL , CHJRL or any other disciplinary bodies with authority to make such determinations shall not participate as a player in any match until that suspension has been served or that disqualification has expired and must not enter the playing field, bench area or area inside the fence prior to, during or after a match.

PART 5 | TEAM LIST SUBMISSION & MATCH REPORTS

TEAM LIST SUBMISSION (Before Game Day)

Deadlines:

Team lists must be submitted in MySideline by 8pm each Thursday.

Penalties for late submission:

- 1st offence: Warning
- 2nd offence: Fine or loss of match points

Staff Requirements

Staff listed in MySideline must be the staff physically attending the game.

Required staff roles:

- Coach
- Team Manager
- Trainer 1 (Sports Trainer / FAO)
- Trainer 2 (League Safe 1)
- Trainer 3 (League Safe 2)

Players must wear the jersey number listed on MySideline.

GAME DAY REQUIREMENTS

Final Team List

Final team list updates (e.g., illness changes, jersey changes) must be made at least 30 mins before kick-off in both MySideline and on the paper report. It is each team's responsibility to have this lodged on time.

Player Participation Check

A player is counted as having played only if they take the field.

At halftime:

- Managers confirm attendance of all listed players

Any absent players must be removed from:

- The paper match report and MySideline

MATCH REPORTS

(If the host club does not have a team in the match, the "home" team in the draw provides the paper report.)

SCORING & RESULTS

During the Match

Team managers sit together at team managers' table - halfway line.

- Host manager enters points scored in MySideline.
- Away manager completes a paper copy with points scored and lists any reports or dismissals.
- They must agree on the halftime and final score before submission.

After the Match

- Both sign the paper copy and should take a photo for records.

Score Margin Rule

If the score difference is 40+ points, it must not be publicly announced or posted on media. This includes the scoreboard on gameday.

Host Club

Send the signed paper report and 3-2-1 best and fairest points to the league registrar by the first business day after the match.

TECHNICAL ISSUES

If you cannot submit via MySideline:

- Contact the CHJRL Registrar immediately.
- If unresolved, contact the local QRL delegate.

PART 6 | MATCH TIMES

Setting Match Times

Regular season: Host club sets junior match days/times in consultation with visiting club and must submit details to the Local League & Referees Association by Tuesday evening.

Finals: Match days/times are set by the Local League.

Changes to Match Times

Changes can be requested only by club executives.

Within 5 days, changes need approval from the opposition club and Local League (approval should not be unreasonably withheld).

If there's a dispute over assigned match time/day, clubs must contact the Local League.

Time Off

During finals only, time off is allowed for injuries, as directed by the match official.

Age Group	Time Period	Half Time Period	NRL Laws of the Game
U6-U9	4 x 8-minute quarters	Club discretion	Junior League Laws - 6 - 12 YEARS
U10-U12	2 x 20-minute halves	5 minutes	
U13	2 x 30-minute halves	10 minutes	International (13s+) Laws
U15/14	2 x 30-minute halves	10 minutes	
U17/16	2 x 30-minute halves	10 minutes	

PART 7 | MATCH OFFICIALS

U6–U11 Games (Mini-Mod)

- Host club appoints and pays referees on the day.
- Payment must be recorded with a signed Referee Payment Record.

U13–U17 Games (International)

- Referees are appointed by the Central Highlands Referee Association.
- Host club must send the weekend draw to the association by Tuesday night.
- Host club pays referees on the day and records payment with a signature.

Finals (International grades only)

- Clubs pay referees on the day but then invoice CHJRL to be reimbursed.

Referee Requirements

- Each club must have enough trained, registered, and accredited referees each year.
- Minimum: 2 Mini-Mod referees (U6–U11) and 2 International referees (U12–U17).

When No Referee Is Available

- Game must be rescheduled to a time agreed by both teams and the referee association.
- If rescheduling is impossible after all options are tried, the match is ruled a draw, and points are split.
- If no referee is appointed within 3 hours of kick-off, the match must be rescheduled.

Host Club Responsibilities

- Provide ground managers for referee safety, dressing room access, and field entry/exit.

Behaviour Toward Referees

- No one (officials, coaches, players, spectators) may approach, question, or harass referees at any time.

Complaints

- Must be submitted in writing to the League Chairman within 2 business days, including specific times of incidents.

GoPro Requirement (from 2025)

- Every club has been given a GoPro and must take care of it.
- Clubs must replace it if damaged.
- Host clubs must upload footage to HUDL when requested by QRL, CHJRL or the Referee Association.

REFEREE FEE SCHEDULE

Below is the referee fee payment schedule extending to 2030. This schedule ensures consistency across Queensland, as required by QRL, with all referee associations expected to be fully aligned by 2030. Central Highlands Junior Rugby League will pay the 2030 rates from season 2026.

CH	Referee Match Fee						Touch Judge Match Fee						Interchange Match Fee									
	Current	Target	2026	2027	2028	2029	2030	Current	Target	2026	2027	2028	2029	2030	Current	Target	2026	2027	2028	2029	2030	
	Referee	Referee	Referee	Referee	Referee	Referee	Referee	TJ	TJ	TJ	TJ	TJ	TJ	TJ	Int.							
Grade	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00		\$12.50	\$8.90	\$9.80	\$10.70	\$11.60	\$12.50		\$8.75	\$5.75	\$6.50	\$7.25	\$8.00	\$8.75	\$9.50
U6	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00		\$12.50	\$8.90	\$9.80	\$10.70	\$11.60	\$12.50		\$10.00	\$6.00	\$7.00	\$8.00	\$9.00	\$10.00	\$11.00
U7	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00		\$12.50	\$8.90	\$9.80	\$10.70	\$11.60	\$12.50		\$11.25	\$6.25	\$7.50	\$8.75	\$10.00	\$11.25	\$12.50
U8	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00		\$12.50	\$8.90	\$9.80	\$10.70	\$11.60	\$12.50		\$12.50	\$10.50	\$11.00	\$11.50	\$12.00	\$12.50	\$13.00
U9	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00		\$12.50	\$9.70	\$10.40	\$11.10	\$11.80	\$12.50		\$10.00	\$11.00	\$12.00	\$13.00	\$14.00	\$15.00	\$16.00
U10	\$25.00	\$35.00	\$27.00	\$29.00	\$31.00	\$33.00	\$35.00	\$15.00	\$17.50	\$15.50	\$16.00	\$16.50	\$17.00	\$17.50	\$5.00	\$8.75	\$5.75	\$6.50	\$7.25	\$8.00	\$8.75	\$9.50
U11	\$25.00	\$40.00	\$28.00	\$31.00	\$34.00	\$37.00	\$40.00	\$15.00	\$20.00	\$16.00	\$17.00	\$18.00	\$19.00	\$20.00	\$5.00	\$10.00	\$6.00	\$7.00	\$8.00	\$9.00	\$10.00	\$11.00
U12	\$25.00	\$45.00	\$29.00	\$33.00	\$37.00	\$41.00	\$45.00	\$15.00	\$22.50	\$16.50	\$18.00	\$19.50	\$21.00	\$22.50	\$5.00	\$11.25	\$6.25	\$7.50	\$8.75	\$10.00	\$11.25	\$12.50
U13	\$40.00	\$50.00	\$42.00	\$44.00	\$46.00	\$48.00	\$50.00	\$20.00	\$25.00	\$21.00	\$22.00	\$23.00	\$24.00	\$25.00	\$10.00	\$12.50	\$10.50	\$11.00	\$11.50	\$12.00	\$12.50	\$13.00
U14	\$60.00	\$60.00	\$60.00	\$60.00	\$60.00	\$60.00	\$60.00	\$30.00	\$30.00	\$30.00	\$30.00	\$30.00	\$30.00	\$30.00	\$10.00	\$15.00	\$11.00	\$12.00	\$13.00	\$14.00	\$15.00	\$16.00
U15	\$60.00	\$70.00	\$62.00	\$64.00	\$66.00	\$68.00	\$70.00	\$30.00	\$35.00	\$31.00	\$32.00	\$33.00	\$34.00	\$35.00	\$10.00	\$17.50	\$7.50	\$10.00	\$12.50	\$15.00	\$17.50	\$20.00
U16	\$80.00	\$80.00	\$80.00	\$80.00	\$80.00	\$80.00	\$80.00	\$40.00	\$40.00	\$40.00	\$40.00	\$40.00	\$40.00	\$40.00	\$15.00	\$20.00	\$8.00	\$11.00	\$14.00	\$17.00	\$20.00	\$23.00
U17	\$80.00	\$90.00	\$82.00	\$84.00	\$86.00	\$88.00	\$90.00	\$40.00	\$45.00	\$41.00	\$42.00	\$43.00	\$44.00	\$45.00	\$15.00	\$22.50	\$8.50	\$12.00	\$15.50	\$19.00	\$22.50	\$26.00
U18	\$80.00	\$125.00	\$85.00	\$95.00	\$105.00	\$115.00	\$125.00		\$62.50	\$42.50	\$47.50	\$52.50	\$57.50	\$62.50		\$31.25	\$10.25	\$15.50	\$20.75	\$26.00	\$31.25	\$36.50
U19	\$110.00	\$150.00	\$118.00	\$126.00	\$134.00	\$142.00	\$150.00	\$60.00	\$75.00	\$63.00	\$66.00	\$69.00	\$72.00	\$75.00	\$35.00	\$37.50	\$35.50	\$36.00	\$36.50	\$37.00	\$37.50	\$38.00
U20/21	\$150.00	\$150.00	\$110.00	\$120.00	\$130.00	\$140.00	\$150.00		\$75.00	\$55.00	\$60.00	\$65.00	\$70.00	\$75.00		\$37.50	\$35.50	\$36.00	\$36.50	\$37.00	\$37.50	\$38.00
Reserve	\$185.00	\$185.00	\$125.00	\$140.00	\$155.00	\$170.00	\$185.00		\$92.50	\$66.50	\$73.00	\$79.50	\$86.00	\$92.50		\$46.25	\$37.25	\$39.50	\$41.75	\$44.00	\$46.25	\$48.50
A Grade	\$150.00	\$225.00	\$165.00	\$180.00	\$195.00	\$210.00	\$225.00	\$80.00	\$112.50	\$86.50	\$93.00	\$99.50	\$106.00	\$112.50	\$45.00	\$56.25	\$39.25	\$43.50	\$47.75	\$52.00	\$56.25	\$60.50
Wmm Div3		\$90.00	\$84.00	\$85.50	\$87.00	\$88.50	\$90.00		\$45.00	\$42.00	\$42.75	\$43.50	\$44.25	\$45.00		\$35.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00
Wmm Res.Div2		\$100.00	\$86.00	\$89.50	\$93.00	\$96.50	\$100.00		\$50.00	\$43.00	\$44.75	\$46.50	\$48.25	\$50.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00	\$35.00
Wmm Prem'Div1		\$110.00	\$150.00	\$126.00	\$134.00	\$142.00	\$150.00	\$60.00	\$75.00	\$63.00	\$66.00	\$69.00	\$72.00	\$75.00	\$35.00	\$37.50	\$35.50	\$36.00	\$36.50	\$37.00	\$37.50	\$38.00
League Tag	\$0.00	\$90.00	\$18.00	\$36.00	\$54.00	\$72.00	\$90.00															
Age Carnivals																						

PART 8 | GAME DAY

ADMISSION PRICES

Each club shall be responsible for assigning ticket prices for their home matches.

Such fees shall be subject to a maximum fee:

- Central Highlands Junior matches maximum fee is \$5.00
- Where a Central Highlands Junior match is held in conjunction with a Central Highlands Senior match, entry fees shall be subject to a maximum fee of \$5.00.
- Where any Central Highlands match is held in conjunction with a QRL Major Competition match (Intrust Super Cup etc.), entry fees shall be set at the discretion of the management committee.
- Children under the age of 17 years shall be permitted entry for all matches free of charge.

BALL PERSONS

Ball persons must be a minimum of 10 years of age and be registered via the National Registration database as a volunteer/ player to be covered under the club's insurance (As per QRL operations manual).

All Ball Persons will be identifiable by wearing a Hi-Vis Vest printed with BALL PERSONS. This must be worn only by the nominated ball persons. Additional clothing requirements for ball people are shorts, socks and shirts / jerseys in colours that do not clash with either team's playing attire and must be wearing closed-in shoes.

A maximum of four (4) ball persons may be used during each match.

Ball persons must place and leave the ball on the touchline at the point where the ball crossed the line and next to the touch judge. Ball persons MUST NOT under any circumstances throw the ball into the field of play or to a player close to the touch line.

SIDELINE & BENCH AREAS

PLAYERS & TEAM STAFF

On the bench, each team is only permitted to have the following staff: one coach, up to three on-field staff (League Safe/Sports Trainer), and a tee person. [NRL On Field Policy](#)

	Internationals	Mini Mods
1.	Coach	Coach
2.	Manager	Manager
3.	First Aid Officer (Sports Trainer)	First Aid Officer (Sports Trainer)
4.	League Safe	League Safe
5.	League Safe	

All players and on-field staff waiting to enter the field of play must remain behind the red line to ensure match officials have unobstructed space to move along the sideline – this includes ball persons.

Coaches, FAO (Sports Trainer) and Leaguesafe are not permitted to walk up and down the sideline supporting players, they are to remain in the specified areas.

Under no circumstances will "barracking" or "abuse" from the bench be permitted. This not only refers to abuse, but also to what might be described as offering advice or assistance to the match officials in relation to their performance or how they should be carrying out their duties.

All Coaching staff are expected to adhere to the NRL Code of Conduct. Breaches of the NRL Code of Conduct can result in strong disciplinary consequences, these are identified in the NRL Code of Conduct Summary of Offences.

The match officials or ground manager may request any person on the bench to leave the bench area and may name that person in their match report.

Whilst team officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances.

No player or players may temporarily leave the field of play and subsequently re-enter the field of play without the permission of the referee or touch judge.

Under no circumstances is a suspended player permitted on the sideline, bench area or field area.

No members of the public or any other unauthorised people are permitted within the playing area (i.e. inside the fence surrounding the field of play).

Anyone entering the field of play must wear appropriate, enclosed footwear at all times.

If coaches and trainers are found to be not correctly accredited, their registration may not be accepted, and they will be unable to coach or perform the role of a Sports Trainer until suitably accredited.

In the event of a team playing an unregistered player, the offending club shall be fined \$500.

If the team with the unregistered player(s) wins the match, they shall forfeit any competition points awarded.

If an Accredited NRL Sports Trainer is not in attendance, the game(s) shall not commence under any circumstances until such (qualified) person is available.

INTERCHANGE PROCESS

An interchange is the replacement of one player by another during the match.

Each team may have only thirteen (13) players on the field at any time.

International teams may list up to six (6) interchange players on the official team list.

Junior Competitions use an unlimited interchange system.

The replaced player must fully leave the field before the interchange player enters.

A maximum of two (2) interchange players may take place at any one time

The interchange player must enter the field on-side and only after the replaced player has exited the field.

Interchanges may occur during general play when their team is in possession of the football, after scoring is complete, or when play is temporarily stopped by the referee (e.g., injury, caution), except during scrums.

DISMISSED PLAYERS

TEMPORARY SUSPENSION

A player receiving a period of temporary suspension by the referee shall leave the field of play and enter the sin bin area allocated by the home team and remain in that area until the end of the temporary suspension period.

The time of temporary suspension shall be ten (10) minutes and is for playing time only and shall commence after the referee signals time-on and/or when play recommences.

The temporary suspension shall be suspended if the referee signals time-off during the suspension period for injury only and shall recommence when the referee recommences play (only applies in finals series).

Suspended time does not include the half-time break and shall cease at the end of the first period and resume upon the commencement of the second period.

If more than one player receives temporary suspension from the one incident, the players' temporary suspension shall be equal, and they shall be entitled to return to the field of play together after the completion of their suspension.

Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.

PERMANENTLY DISMISSED PLAYERS & TEAM STAFF

- Anyone who is sent off (player or team staff) must go straight to their dressing room and change out of their playing uniform or staff shirt.
- If instructed to leave the venue, they must do so immediately and cannot return.
- A dismissed player or staff member cannot return to the team bench under any circumstances.
- After the match, the referee will submit an On-Field Incident Report about the dismissal.
- Anyone who is permanently dismissed cannot take part in another match until the Match Review Committee makes a decision.

HEAT POLICY

For any match during the season, if the prevailing weather conditions necessitate some relief from the normal playing conditions, the following concessions may apply for that particular match (in conjunction with the [NRL Heat Guidelines](#)):

- All matches shall have a compulsory drink break. Referees will call a one minute "time-out" approximately halfway into each half to allow players to take a fluid break. Players will remain on the field and may only be tended to by the three (3) trainers listed. No coaching staff shall be permitted on the field.
- The NRL On Field Policy will be relaxed so that all three (3) trainers may carry water.
- The half-time interval may be extended and shall be done so after consultation of both the match and team officials.

In the event of severe heat conditions, the commencement of a match may be delayed.

SPORTS TRAINER ROLE & RESPONSIBILITIES

Only an NRL-accredited League First Aid, Level 1 Sports Trainer, Level 2 Sports Trainer, or someone with NRL-approved qualifications may give first aid or injury advice.

INJURY MANAGEMENT

- All injuries or illnesses must be assessed by an accredited Sports Trainer and recorded in the MySideline database.
- Each team's Sports Trainer must be able to respond quickly during games.
- The Sports Trainer decides if a player can continue or return to play—unless a doctor is present, in which case the doctor has final authority.

Number of Trainers Allowed

Each team may use up to 3 trainers in the playing area:

- 2 Leaguesafe
- 1 Sports Trainers

Injury Reporting Requirements

- Every player must have a completed medical advice card, available to the Sports Trainer on game days.
- All injuries must be managed according to the NRL Sports Trainer Manual.
- All injuries must be entered into MySideline.
- Managers must check with the team's FAO/Sports Trainer to ensure injury reporting is completed.

If the FAO needs access to MySideline, they must contact the club executive.

CONCUSSION MANAGEMENT PROTOCOL

If any of the following signs or symptoms are observed by the Head Trainer or Sports Trainer during a match, the player must either be removed from the field or remain on the field with an ambulance called, depending on the seriousness of the incident:

- Clinical features suggestive of a serious or structural head and/or neck injury requiring emergency management and hospital transfer.
- Loss of consciousness or suspected loss of consciousness.
- No protective action during a fall to the ground (e.g. tonic or floppy presentation, cervical hypotonia).
- Impact seizure or suspected impact seizure (e.g. tonic–clonic movements, tonic posturing).
- Confusion or disorientation.
- Memory impairment (e.g. failure of the Maddocks questions).
- Motor incoordination (e.g. balance disturbance, clumsiness, difficulty getting up).
- Player reports significant, new, or progressively worsening concussion symptoms.
- Dazed appearance, blank or vacant stare, or behaviour not consistent with their normal self

(e.g. lack of facial expression, reduced emotional response, decreased conscious state, inappropriate responses to teammates, officials or trainers).

- Behavioral changes that are atypical for the player.
- Slow to stand following a possible head injury (ensuring first that no neck injury is present).
- Loss of responsiveness (lying motionless for 2–3 seconds or until support staff arrives).
- Suspected facial fracture.

IMMEDIATE REMOVAL FROM PLAY

Any player removed from the field due to a head injury must not return to play.

The Sports Trainer must complete and submit the [NRL COMMUNITY HEAD INJURY RECOGNITION AND REFERRAL FORM](#) and follow the [NRL - COMMUNITY RUGBY LEAGUE CONCUSSION POLICY GUIDELINES](#) for ongoing concussion management.

Player welfare is the primary consideration, ***“If in doubt, sit them out”***. All players with a concussion—or suspected concussion—must seek urgent medical assessment.

RETURN TO PLAY REQUIRMENTS

A player who has sustained a concussion must not return to contact training or games until they have obtained formal medical clearance using the [NRL HEAD INJURY/CONCUSSION MEDICAL CLEARANCE FORM](#) completed by their treating doctor.

This clearance must be submitted to the local QRL representative for approval before the player is permitted to return to play and be marked as available on the MySideline database.

Return to work, learning, or school should take priority over return to sport.

TRIBUNALS

Please refer to the [QRL Rules - Part 5 - Tribunals](#)



2026

STATEWIDE AUTOMATED MATCH REVIEW PROCESS



- Referee Reports to be submitted.
- Clubs to have game footage uploaded to HUDL.
- MRC assemble to review and grade incidents.
- Club Chairperson to have any citings submitted via the Incident Report Form accompanied by ALL required fields completed, including clipped incident footage by 5pm. Incomplete citings will NOT be accepted.



- The Notice of Charge is sent to the affected players club via email. **IT IS THE CLUBS RESPONSIBILITY NOTIFY ALL AFFECTED PLAYERS.**
- League Chairperson to have any citings submitted via the Incident Report Form accompanied by ALL required fields completed, including clipped incident footage by 5pm. Incomplete citings will NOT be accepted.



- Clubs are to submit the Plea Form on behalf of the player via the automated Notice of Charge pertaining to the individual received Tuesday for those players wishing to plead Not Guilty or Contesting the Grading, by 5pm.
- If no plea is received, you will be assumed as taking the Early Guilty plea.



- Judiciary Tribunals assembled to conduct hearings as a result of Referrals, Not Guilty plea or Grading contests.
- The allowed timeframe for hearings is 7 Business Days from the Notice of Charge.



- The Match Review (including Judiciary) Results Summary will be sent via email to all Clubs. A Notice of Outcome is also sent via the Statewide Automated process. **IT IS THE CLUBS RESPONSIBILITY TO NOTIFY ALL AFFECTED PLAYERS.**
- Contact your local League Administrator for any particular return to play information regarding dates and eligibility.

PART 9 | CHJRL AWARDS

3-2-1 PLAYER POINTS – INTERNATIONALS ONLY

After each weekly match, 3-2-1 points are awarded by the team coaches.

- Winning Team: gives **2** points to the best player from the losing team.
- Losing Team: gives **3** points and **1** point to two players from the winning team.
- For a Draw: each coach selects one player from the opposing team, awarding **2** points each.
- Referee Award: the referee will also give out **3** points, **2** points and **1** point to anyone on field during the game (winning or losing team).

Team Manager and Referee must:

Ensure the 3-2-1 form is completed online via the CHJRL website.

Suspended players are ineligible for the Player of the Year trophy for the entire season, even after serving their suspension.

END OF SEASON AWARDS

Awards are presented at the end of the season for:

- Grand Final Player of the Match (U12/13, U14/15, U16/17)
- Top Try Scorer (regular season tries only)
- Top Point Scorer (regular season tries + goals only)
- Player of the Year (based on 3-2-1 points)
- CHJRL President Award (U13, U15, U17) for the season

Note: *Try and point tallies stop at the end of the final regular season round. Stats from the final series do not count, even if MySideline continues recording them.*

Each year, CHJRL recognises the outstanding contributions of its clubs and volunteers through a series of awards, which include:

JotForm will be released in June for finalisation of awards in August- September.

CHJRL Award	Criteria
Senior Volunteer of the Year Award <i>QRL- Shell V-Power Volunteer Award</i>	<p>The Senior Volunteer of the Year Award recognises and rewards a rugby league volunteer over the age of 18, who has shown exceptional service to the game, made a measurable difference in their community and actively displays the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p> <p>This person does not have to be a committee member.</p>
Junior Volunteer of the Year Award	<p>The Junior Volunteer of the Year Award recognises and rewards a rugby league volunteer under the age of 18 who has shown exceptional service to the game, made a measurable difference in their community and actively displays the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p> <p>The volunteer does not have to play the game and can be a brother, sister or anyone under 18 that volunteers at your club.</p>
Club Coach Award – International Rules <i>QRL- The Ned Australian Whisky Community Coach Award</i>	<p>The Club Coach Award recognises and rewards a community rugby League coach or assistant coach who goes above and beyond to display the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p>
Club Coach Staff Award – International Rules <i>(Managers, FAO, League safe)</i>	<p>The Club Coaching Staff Award recognises and rewards a community rugby League coaching staff member who goes above and beyond to display the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p>
Club Coach Award – Mini Mods <i>QRL- The Ned Australian Whisky Community Coach Award</i>	<p>The Club Coach Award recognises and rewards a community rugby League coach or assistant coach who goes above and beyond to display the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p>
Club Coach Staff Award <i>(Managers, FAO, League safe)</i>	<p>The Club Coaching Staff Award recognises and rewards a community rugby League coaching staff member who goes above and beyond to display the QRL/ NRL values- we are positive, we are united, we are inclusive, we are disciplined.</p>
International Rules Player Sportsmanship Award <i>(U13- U17 teams)</i>	<p>The Player Sportsmanship Award recognises outstanding sportsmanship and commitment to the club. The award is not necessary given to the best on field player but a player that assists the club outside of playing, respects officials and upholds the NRL Code of Conduct.</p>
Referee of the Year – International Rules Award per club	<p>The International Rules Referee Award recognises outstanding officiation performance as a referee and a person who demonstrates commitment building the game. The award is given to the best referee with consistent performance and upholds the NRL Code of Conduct making a significant difference to the game in our region.</p>
Referee of the Year – Mini Mods Award per club	<p>The Mini Mods Referee Award recognises outstanding officiation performance as a referee and a person who demonstrates commitment building the game. The award is given to the best referee with consistent performance and upholds the NRL Code of Conduct making a significant difference to the game in our region.</p>
Club of the Year Award <i>QRL- XXXX Community Club Award</i>	<p>Club of the Year Award recognises and rewards a CHJRL club that has enhanced participation and enjoyment of rugby league and goes above and beyond to make a positive impact in their community.</p>



CENTRAL HIGHLANDS JUNIOR RUGBY LEAGUE

3-2-1's Point Scoring updated 2024

International games (U13/ U15/ U17)

In CHJRL we award our top players in each age group a 'Player of the Year' trophy. This award comes from the 3-2-1's submitted after each match (not including final rounds or Coalfields Challenge). Without these sheets completed and sent through we cannot identify who will be awarded player of the year. At the end of the season the points are collated, and players are awarded a trophy at the Grand Final. Please note that suspended players become ineligible for the trophy if they are suspended during the season, regardless of whether they have served their suspension or not. Additionally, the player who you nominate must be deserving of the points and demonstrate a high ability during that game you are awarding points for.

Across CH we ask that managers work with coaches to record 3-2-1's. After the match is completed the winning team awards 2 points to the best player on field for the losing team for that game. The losing team's coach awards 3 points and 1 point to the winning side players for best on field. **In the event of a draw only 3 are awarded to each side.** The home (host) game manager of the team will be responsible for Live Scoring via My Sideline and completion and submission of this 3-2-1 Point Scoring Form. This means that as a manager it's your responsibility to go over to the coaches at the end of the game (during hand shaking etc.) and ask whom they have awarded 3 and 1 point, and 2 points, have them sign and then submit the form.

Note: Coaches award points to the opposing team.

This sheet is then immediately sent to the CHJRL via email registrarchjrl@gmail.com

3-2-1's Point Scoring

Date: _____ Round: _____ Age Group: Under _____ Managers Name: _____

Losing Team Club: _____

3 <i>3 points awarded by the losing team coach to a player on the opposing team, believed to be best on field.</i>		1 <i>1 point awarded by the losing team coach to a player on the opposing team, believed to be the best on field.</i>
Player Name: _____		Player Name: _____
Jersey Number: _____		Jersey Number: _____

Coach name: _____ Sign: _____

Winning Team Club: _____

	2 <i>2 points awarded by the winning team coach to a player on the opposing team, believed to be best on field.</i>	
	Player Name: _____	
	Jersey Number: _____	

Coach name: _____ Sign: _____