



2018 RULES AND REGULATIONS HANDBOOK



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Rules and Regulations Binding

These Rules and Regulations will have effect for the duration of the 2018 National Rugby League competition, encompassing the Premiership and Championship Rugby League competitions unless amended or replaced by the NZRL.

1. The Competition

The Competition will be officially referred to as the "National Rugby League Competition" and will be run under the guidelines of the NZRL Rugby League Pledge and the Code of Behaviour.

Note: Appendixes 1 & 2:

1.1. Competition Management:

The National Rugby League Competition will be managed by the NZRL and will feature the Premiership competition featuring four District teams competing for the Albert Baskervillie Trophy in a single round robin competition with a top two sudden death final.

The bottom placed premiership team will play the top placed national championship team, for the right to compete in the premiership the following year.

The National Championship Competition will be managed by the NZRL and will feature the three regional champions along with the qualifying development team competing in a single round robin competition.

#Note the development side is not eligible for the premiership promotion / relegation game

1.2. Competition Organiser:

A Competition Organiser will be appointed by the NZRL to manage all aspects of the management of the competitions and will act as chairperson on the "Competition Disputes Panel".

1.3. Competition Disputes Panel:

The Competition Disputes Panel will consist of the Competition Organiser and two NZRL appointees and will handle all disputes involving breaches of the competitions rules, playing of a match and player registrations.

All disputes involving on and off the field misconduct and discipline will be handled by the NZRL Judicial Committee.

2. Competition Details

2.1. Final Venue

The grand final venue for both the Premiership and the promotion / relegation game will be at the discretion of the NZRL.

2.2. Points

Two (2) points will be allocated for a win, and one (1) for a draw.

2.3. Equal Points:

In the event of two or more teams having equal competition points at the conclusion of the round robin competitions, their finishing order will be determined by the following sequence:

1. Final pool placings will be dependent on the result between those teams in their respective pool game/s. The team who won the pool game between the two sides will be ranked higher.
2. If three teams in the pool finish on the same points and the above does not resolve final pool placings then, the points for and against will decide ranking. That is, the team that has the highest difference of points. (e.g For: 100 minus Against 50= Point difference 50)
3. Highest percentage point's differential will apply, that is the team that has the higher percentage. Points for divided by points against X 100, shall be the higher ranked.
4. If after 1,2 & 3 teams are still tied, then the team that has scored the most tries in pool play shall be the higher ranked.
5. If after 1, 2, 3 & 4 teams are still equal, the higher ranked team will be decided by the toss of a coin.

2.4. Playing Times:

Playing time shall be 40 minutes each way with 10 minutes halftime break. The halftime break for televised games may vary.

2.5. Extra Time/Finals:

No extra time will be played in the round robin competitions. Extra time will be required in the event of a draw at full time in the final and shall be as follows:

"Immediately following the end of normal time, the referee shall toss a coin to decide which team shall restart a period of 5 minutes each way. The first team to score (try, penalty or drop-goal) in this period will be declared the winner. Should neither team score in this period the teams will change ends and play until the first team scores"

However in the interest of player's safety the maximum playing time including extra time should not exceed 100 minutes.

Should the match still be drawn after the maximum minutes have elapsed, the winner shall be the team that scored the first points in normal time.

2.6. Finals Eligibility:

All players must have participated in at least one (1) round robin of the National Premiership & Championship competition matches to be eligible to play in either the Premiership and promotion / relegation finals.

2.7. Results:

Match Managers are to email Brooke Hurndell bhurndell@nzrl.co.nz and Shaun Iwikau siwikau@nzrl.co.nz with all match reports immediately after the final match of the day to ensure that results can be published online and sent to media partners.

2.8. Gate Receipts:

The home team will retain the gate receipts for all round robin matches, with the NZRL retaining the gate receipts from the finals.

2.9. Rules:

NZRL International Rules apply.

CHANGES TO INTERNATIONAL LAWS:

1. 40/20 KICKS – TAP RESTART

Page 21: Section 9: Touch and Touch in Goal

NEW RULE:

8. When a kick in general play and from inside a team's 40 metre zone, finds touch (other than on the full), in the opposition's 20 metre zone, the resulting tap kick restart will be awarded to the kicking team 20 metres in from touch opposite where the ball crossed the touch line, but no closer than 10 metres from the goal line.

(Please note practical application of the rule requires a controlled tap restart i.e. Not a quick tap)

OLD RULE:

8. When a kick in general play and from inside a team's 40 metre zone, finds touch (other than on the full) in the opposition's 20 metre zone, the kicking team will have the loose head and feed in the scrum.

2. ZERO TACKLE – 20M RESTART

NEW RULE:

Add Text: The initial tackle affected on the team taking the 20 metre optional kick re-start shall be zero tackle.

NZRL Rules and Laws of the game & 2018 Referee Guidelines and Interpretations:

<http://nzrl.co.nz/get-involved-2/referees/resources/>

2.10. Pre-match Haka:

Team Managers are to inform the Match Manager on arrival at the ground if their team is to perform a pre-match haka so that an earlier on-field time can be advised. All pre-match haka are to take place behind the team's 10 metre line and teams are not to advance over this line. Breaches of this rule are to be forwarded to the Competition Organiser.

2.11. Drug Testing

Drug testing will be carried out on a random basis throughout the duration of the competition by Drug Free Sport NZ. Prior to the commencement of the competition the Competition Organiser will supply DFSNZ with a copy of the confirmed competition draw, player's registration details plus details of each team's training times and venues.

It is compulsory that Premiership and Championship teams (staff & Players) organise a Drug Free Sport NZ Seminar and sign the lecture attendance and send through to NZRL prior to **7th September 2018.**

Alternatively they can complete the E-learning online module at the following link:

E-Learning Module

<https://drugfreesport.org.nz/what-we-do/education/e-learning/>

Teams are responsible to contact Drug Free Sport and book a seminar. This can be done via the following link or contact:

Book a Seminar

<https://drugfreesport.org.nz/what-we-do/education/seminars/book-an-education-seminar>

Caitlin Cartwright

caitlin@drugfreesport.org.nz

THE CONSEQUENCES OF DOPING:

The consequences of doping could spell the end of your sporting career, your reputation and your future prospects both in and out of sport.

The sanctions for an anti-doping violation can include:

- disqualification of results at an event, including forfeiture of medals
- a ban from all sport (competing, training or coaching) for up to four years or even life in repeat or the most serious cases
- publication of your anti-doping rule violation
- financial penalties.

Further information can be sought from:

<http://drugfreesport.org.nz/for-athletes/information-for-athletes-that-may-be-tested/>

<http://drugfreesport.org.nz/what-we-do/education>

Note: See Appendix 5 for NZRL Anti-Doping Policy:

2.12. Mouth Guards

It is compulsory for all players playing in sanctioned competitions by the NZRL and its members to wear a protective mouth guard. **The No Mouth Guard, No Game Policy** is to be firmly enforced,

Note: See Appendix 4 for NZRL Mouth Guard Policy:

2.13. Match Manager

The NZRL will appoint a Match Manager to all National Premiership competition games who will be responsible for the management of the game, including time keeping, the interchange of players, supply of match balls, and return of match results to the NZRL and the chairing of the Match Judicial Panel.

It is a requirement for the host District / Zone to co-ordinate the Match management resource throughout National Championship round robin play.

2.14. Referees

The NZRL will appoint a Referee, two Touch Judges and a Referee Assessor to each National Premiership & Championship competition match. The travel costs and match fees of all Match Officials will be met by the NZRL.

3. The Participants

"Participants" refer to any Team Official, Player, Match official registered for the competition, plus Rep selectors and NZRL appointed Officials.

3.1. Selection Process:

In the presence of regular and meaningful Rugby League grade competitions (club and/or school); player selection for the representative squads must be made out of these competitions.

"Regular and Meaningful Competitions" is defined as a competition consisting of a minimum of four teams completing two full rounds of play within a single District.

3.2. Registered Squads:

- All Team Officials and players are required to complete an NZRL National Competition Players Registration Form.
- All registrations are to be submitted to the Competition Organiser.
- The number of registered players per team is unlimited, however to minimise excessive paperwork, each team are to register a squad of 30 players by 4:00pm on Thursday 30th August 2018.
- Any registration of players in addition to the initial squad of 30 must be submitted to the Competition Organiser by Wednesday 10:00am the week before the match, along with the appropriate Team list.

3.3. Player Registration Requirements:

- All players must be registered members of their District Leagues as of the 31 July 2018 and must have played a minimum of four (4) games in their District Leagues scheduled competitions by that date.
- To be eligible to play in the National Rugby League Competition, Warriors ISP and Jersey Flegg players must comply with the following:
 - a) Must be registered with their District League by means of a portability clearance approved by the NZRL:
 - b) Must have played the majority of the current season's games in their District Leagues competition as opposed to the ISP and Jersey Flegg competition by the start date of the National Competition. Players who reach this majority qualification after the start date of the National Competition will not be accepted to be registered in the National Competition:

3.4. Parental Consent:

All players under the age of 18 years must lodge a signed NZRL Parental Consent Form along with their Players Registration Form by the squad registration date.

3.5. Minimum Open Age (Premiers):

All players participating in the National Rugby League competition must have attained the age of 17 years in the year prior to the competition commencement.

3.6. Unregistered Players

In the event of a team playing an unregistered player, the Competition Organiser shall:

- Stand the out-of-order player down from the next competition round including a final series match. Bye rounds not included.
- And remove from the team any competition points gained in a match in which the unregistered player played;
- And/may impose a fine on that District & or Zone League/team;
- And/may require that the team coach and manager appear at a hearing before the NZRL Judicial Committee.

4. Team Personnel

All teams are required to have a minimum of one (1) coach, one (1) trainer and one (1) manager per team grade. Additional team staff is at the discretion of the District or Zone. For avoidance of doubt, any additional costs to increase staff over and above the minimum requirement will be at the cost of the Zone / District.

4.1. Team Coaches:

All coaches must have attained a NZRL Senior Club Coach accreditation.

4.2. Team Trainers:

All trainers must be a NZRL certified trainer at First Aid Officer or National Trainer level.

4.3. Team Managers:

All team managers must have attained an NZRL Level 1 or Club Managers accreditation.

4.4. Accreditation:

All team officials must produce proof of accreditation plus contact phone and email details by the squad registration date outline in these rules.

5. Player Interchange

The ten (10) man interchange rule will apply and will operate as follows:

- a) The interchange of players may take place at any time during the game, except at a scrum, unless the Referee has blown time out for an injury. (Scrum period from referee blowing whistle for scrum to ball clearance from scrum)
- b) No more than two (2) interchanges, per team at any one time.
- c) The team trainer may assist in getting replaced player from the field.
- d) During general play, all interchanges are to take place on the Match Managers side of the field, except in the case of an injured player, or following a try being scored, a team may drop a player off behind the dead ball area.
- e) Any replacement player(s) cannot enter the field of play until the player being replaced has crossed the touch line exiting the field of play,

There are no exceptions to this rule.

5.1. Interchange Process:

The 10 Player Interchange Rule for the National Competition will operate as follows:

- a) The Match Manager will supply each team with a set of cards, numbered from 1 to 10, which are to be returned at the conclusion of the game.
- b) Each interchange player, will take a numbered card (commencing from No. 10 down) to the Match Manager, and inform him of his jersey number and the number of the player to be replaced. The Match Manager will retain the card and send the player to the Interchange Steward, or Touch Judge who will enter the player on to the field once the replaced player has crossed the Touch line.
- c) The Match Manager will enter the jersey numbers of the player involved in the Interchange, into the appropriate boxes on the Match Sheet.
- d) Prior to the half time break, the Match Manager is to note the jersey numbers of the reserve bench players and ensure that the same jersey numbers are evident at the commencement of the second half.
- e) Any unofficial interchange will result in that team being penalised an additional interchange.
- f) A card is required for all changes, including a blood bin, where the player has been replaced.
- g) **Note:** In the event of extra time being required in a final series match, each team will be allowed two additional interchanges. The extra interchanges are in addition to that team's unused interchanges.

5.2. Blood Bin

A blood bin player who leaves the field for treatment and who is not replaced may return to the field, without an interchange taking place.

The Referee shall direct the bleeding player to leave the field for attention on the side line for treatment. If the player is replaced whilst receiving attention that replacement will count as one of the ten (10) interchanges.

5.3. Foul Play

In the event of a player being forced to leave the field as a result of foul play and the offending player being dismissed from the field, sin binned or penalised by the match Referee a free interchange shall be allowed. If the fouled player returns to the field, this shall count as an interchange.

6. Reserve Bench Rules

A maximum ten (10) personnel are permitted in the reserve bench area:

- Coach
- Assistant Coach
- Team Manager
- Three (3) Trainers
- Four (4) reserve players

Note: All bench personnel, with the exception of the trainers and players (when warming up), are to remain seated.

- a) All the above personnel apart from the trainers involved in the rehydration of the players, and reserve players who are warming up, are to remain in the reserve bench area.
- b) Trainers are not permitted to wander up and down the side line, or to adopt a position behind their team's defensive line either on the field, in-goal, or behind the dead ball line. Once rehydration is completed, trainers are to return to the reserve bench area.
- c) A policy of zero tolerance is to be adopted for inappropriate behavior from personnel within the reserve bench area. Any such behavior is to be reported to the Match Judicial Panel.

7. Team Trainers

Color designation is as follows:

Orange Trainer Rules

- Must be First Aid Officer Accredited.
- May take the field to provide water to players during stoppages of play after a try is scored by either team.
- May take the field to provide water to players while their team is in possession of the ball.
- May take to the field to provide medical assessment and support to their player at any time, taking care not to interfere with the run of play or in times of need to have the referee hold the match.

Blue Trainer Rules

- Must be First Aid Officer Accredited.
- May take the field to provide water to players while their team is in possession of the ball.
- May take to the field to provide medical assessment and support to their player at any time, taking care not to interfere with the play or in times of need to have the referee hold the match.

Yellow Trainer Rules

- May take the field to provide water to players during stoppages of play (scrum not included as a stoppage) after a try is scored by either team; or
- Assist the Blue or Orange Trainer with an injured player.

7.1. Trainer Protocols

- a) Trainers are permitted to wear only the colored sponsor's shirts as supplied.
- b) When trainers are not rehydrating players, they are to return to the reserve bench area and are not permitted to wander up and down the touch line.
- c) Under no circumstance are trainers to remain standing in or behind the in-goal area during the run of play.
- d) Communication equipment is not permitted on the playing field.
- e) Trainers are not allowed to hang around behind their team in the run of play.
- f) Trainers are not permitted to enter the field of play in the event of an on-field skirmish. They are to remain on the sideline until the skirmish has finished.
- g) Trainers must conduct themselves in accordance with The Rugby League Pledge.

NOTE: Match Officials may dismiss any Trainer from the game for non-compliance with the Team Trainers Rules.

8. Misconduct

8.1. Misconduct by Players and Team Officials

- a) A referee who has been appointed by the NZRL must report to the Competition Organiser any instance of misconduct or foul play during the progress of that match which led to the dismissal of a player(s) from the field of play or the dismissal of a team official(s) from the playing area.
- b) A referee or a touch judge who has been appointed to a match may report to the Match Manager or Competition Organiser any instance of misconduct by a player(s) or a team official(s) irrespective of whether such misconduct occurred before, during or after such match, and whether it led to the player(s) being ordered from the field of play or not or the team official(s) being ordered from the playing area or not.
- c) The Match Manager will deal with all matters reported to him/her or in circumstances he/she deems appropriate to refer any matter to the Competition Organiser. The Match Manager will advise the team manager(s) of any such referral, immediately following the conclusion of the match.
- d) In relation to a disciplinary hearing, the NZRL Judicial Committee disqualify, suspend, fine or otherwise deal with persons in its absolute discretion after conducting a hearing as set out in these rules, provided that it adheres to any maximum limit of penalty otherwise imposed in the rules.
- e) Having received a report pursuant to the preceding rule the Competition Organiser may after due enquiry refer the matter to the NZRL Judicial Committee who will determine whether the player(s) or team official or team officials concerned should be called on to appear before the NZRL Judicial Committee to show cause why the accused should not be disqualified, suspended, fined or otherwise dealt with.
- f) Where the Competition Organiser receives a complaint from a team concerning the conduct of a player related to a match in which the player takes part or the conduct of a team official related to a match which the team official attends, and such conduct has not been subject of a report by the referee in charge of the match or a touch judge, the NZRL Judicial Committee may require the player or team official concerned to appear before it to answer a charge that the conduct complained of constitutes conduct harmful to the interests, welfare or image of NZRL or the game of Rugby League. A complaint under

this rule must be left at the registered office of NZRL not later than 5:00pm on the first business day following the date of the match in respect of which the conduct complained of is alleged to have occurred.

- g) The Competition Organiser may at any time require a player or team official to appear before the NZRL Judicial Committee to answer a charge that conduct (including the player being sin-binned), by that player/team official in a match in which the player/team official takes part or by that team official attending a match, which the Competition Organiser specifies in such charge, is conduct harmful to the interests, welfare or image of NZRL or the game of Rugby League.
- h) Where a player makes an allegation of misconduct against a player in the opposing team during the course of a match, the referee will call on the captains of both teams involved and a touch judge to witness the allegation.
- i) The referee will refer this to the Match Manager who will advise the team manager of the allegation against the player and that he/she will file a report with the NZRL Judicial Committee regarding the allegation.
- j) The Match Manager will refer any such report to the NZRL Judicial Committee who may require the player against whom the allegation was made to appear before that committee to show why the person in question should not be disqualified, suspended, fined or otherwise dealt with.
- k) When a player makes an allegation of the nature referred to in paragraph 'h' (above) of this rule and subsequently withdraws such allegation or fails to attend a hearing or provide evidence regarding such allegation, the Competition Organiser may require that player to appear before the NZRL Judicial Committee to show cause why he should not be dealt with for conduct detrimental to the interests, welfare or image of the game of Rugby League.
- l) Any player who has been dismissed from the field of play during a match or any team official who has been dismissed from the playing area during a match in the competition or is reported to the Competition Organiser by a referee or touch judge pursuant to these rules will be suspended from playing in or participating respectively in the competition or in any game of Rugby League played under the jurisdiction of NZRL, a Zonal or District League or any other game subject to the rules of the International Board until the player and/or match official has appeared before a hearing of the NZRL Judicial Committee as appropriate or where applicable, the Competition Organiser advises that the report will not be referred to the NZRL Judicial Committee.
- m) A refereeing official who has ordered a player or players from the field of play or a referee or touch judge who intends to report a player(s) or team official(s) for misconduct, must give a written statement outlining the nature of the charge to the Match Manager or Competition Organiser as appropriate immediately upon conclusion of the game.
- n) All matters not provided for in these rules shall be determined by the Competition Organiser

8.2. Dismissed Players

- a) Dismissed players are to leave the playing area immediately and change out of their playing strip.
- b) Dismissed players are not permitted to return to the reserve bench area.

8.3. Sin Binned Players

Players sent to the sin bin are to go to the designated area and may be rehydrated by the team trainer. The sin bin time will commence once the player has crossed the touch line and shall be elapsed time (actual playing time) and will be managed by the Match Manager.

9. NZRL Judicial Hearing

All judicial hearings (apart from match judicial hearings) for both on field and off field misconduct will be held at the offices of the NZRL where possible on the Wednesday evening following the game. In the event of judicial information being unavailable the Hearing date will be deferred to a later date. Where a player(s), or a team official(s) are unable to attend, the hearing will be by telephone conference. DVD evidence will be made accessible to both parties if available.

A right of appeal is available to the NZRL Appeals Committee as per NZRL Constitution Rule 28.6.

10. Disciplinary Provisions

The jurisdiction of NZRL as provided by these rules extends to and shall be acknowledged and abided by all members of the teams and referees. All persons applying for membership of teams and the referees must sign an acknowledgement to that effect in the form prescribed in a NZRL Registration Form.

- a) Upon any complaint being made of any breach of these rules or of conduct contrary to the policy or harmful to the interests or welfare or image of the NZRL or the game of Rugby League on the part of any player / team official / match official of the competition, the NZRL Judicial Committee, at the request of the Competition Organiser, will have the power to deal with such complaint and in the exercise of the power hereby conferred may disqualify or suspend from playing the game of Rugby League, fine or otherwise deal with any persons in its sole and absolute discretion.
- b) All disqualifications or suspensions from playing the game of Rugby League imposed pursuant to these rules will apply to any game of Rugby League played under the auspices of the NZRL, a Zone or District League or any game subject to the rules of the International Board.
- c) Where any player registered with the NZRL is selected to play for a National Representative Team they will be subject to Rule 7.1 of the NZRL Constitution By-Laws.

NZRL Constitution By-Laws Rule 7.1

"No player who has been called upon to play for the league in a representative match on any particular date shall be permitted to play in any lower-graded match for a 72 hour period prior to such representative match. If the said player makes himself/herself unavailable for such a representative match then the player is barred from playing for his/her club for a period of 72-hours either side of the said representative match".

Any team which plays a player in a game for which he is ineligible by reason of this rule will be liable at the absolute discretion of the Competition Organiser to forfeit any competition points which it may otherwise have earned in respect of that game and, in addition, will be liable, at the absolute discretion of the Competition Organiser, to a fine in an amount to be determined by the NZRL Judicial Committee not exceeding \$1,000 in respect of each game in which the ineligible players played by that team.

11. Procedure on Appeals, Disputes and Disciplinary Proceedings

- a) All costs associated with lodging any notice of appeal or notice of dispute hearing will be met by the applicant.
- b) Any party wishing to appeal any matter or refer any dispute to the Appeals Committee must institute such an appeal or dispute by sending a notice of appeal or notice of dispute as appropriate to the Competition Organiser. Any appeal or dispute notice is to be accompanied by a cheque for the amount of \$200.00. This will be forfeited should the appeal or dispute be lost. Any party wishing to appear before the NZRL Judicial Committee can do so at their own cost.
- c) Upon receipt of such notice of appeal or notice of dispute, the Competition Organiser must advise all parties of a time, date and place for the hearing of the appeal or dispute, such date to be within a fair and reasonable timeframe relative to the nature of the appeal after the lodgement of the notice or appeal or notice of dispute.
- d) The NZRL Judicial Committee may grant leave to any person appearing before it to be represented by a barrister, solicitor or agent.
- e) The hearing must be conducted by the NZRL Judicial Committee in a manner which gives all parties the opportunity to present all relevant arguments and to answer any arguments raised by the other parties concerned.
- f) The NZRL Judicial Committee may hear and consider all relevant evidence presented to it and is not bound by the rules of evidence pertaining to hearings conducted in the courts.
- g) In any proceedings before the NZRL Judicial Committee, the appellant, party bringing the dispute or party bringing disciplinary proceedings as appropriate, bears the onus of proof.
- h) The NZRL Judicial Committee will deliver a written decision, if appropriate preceded by an oral decision, and that decision will be final and binding on all parties.
- i) In relation to a disciplinary hearing, the NZRL Judicial Committee may disqualify, suspend, fine or otherwise deal with persons in its absolute discretion after conducting a hearing as set out above, provided that it adheres to any maximum limit of penalty otherwise imposed in the rules.
- j) In relation to the hearing of appeals, the NZRL Judicial Committee may confirm, reverse or modify any act of, decision, ruling, remedy or omission on the subject of any appeal brought before it and make such order and give such directions in the matter as it thinks fit.
- k) Pending delivery of the written decision of the NZRL Judicial Committee, no action may be taken by any party in reliance upon the decision, matter or dispute being appealed.
- l) A right of appeal to the Appeals Committee of the NZRL is available as per the NZRL Constitution Rule 28.6 Suspensions imposed by the NZRL Judicial Committee will remain in place until such an appeal hearing. All appeal hearings will be held within 3 days of lodgement of appeal.
- m) All appeals are to be lodged with the NZRL within 48 hours of a decision being received. Any judicial suspension will remain in place pending the result of an appeal hearing.

12. Licencing Guidelines

All teams will comply with the following regulations with respect to licensed intellectual property.

The NZRL will retain all property rights and will grant licences for use of these rights where appropriate. These rights include but are not restricted to naming rights, television and media rights, minimum signage rights for televised matches and team rights. For the promotion of the competition and matches Teams will make available the rights to use names, logos, signs and archive photographs free of charge to the NZRL.

The Match Managers will be supplied with the "Official Ball" of the NZRL for use in all competition games, whether televised or not. The use of other brands of balls in competition matches is prohibited.

For the promotion, development and financial benefit of the competition, the NZRL retains the right to enter in to contracts with a major naming sponsor and other competition sponsors, and all teams will comply with directives of the Competition Organiser that are made from time to time in respect to fulfilling contractual obligations to any competition sponsor(s). Other than simple erection requirements all other costs of such directives will be met by the NZRL.

Zone and District Leagues are required to ensure that signage at home venues are not in direct conflict with NZRL sponsorship commitments, or detrimental to the promotion or development of the game of Rugby League.

Sponsors:

- Pirtek
- Macron
- Save My Bacon
- Mainstream
- Revera
- NZCT
- USL
- Orbit Travel

12.1. Commercial Rights

All teams will be required to ensure the NZRL competition logo appears on the right front chest of all team playing jerseys.

The New Zealand Community Trust (NZCT) logo to appear on left front leg of the playing shorts.

The Competitions Organiser will advise the Participants of final commercial agreements as they are negotiated, along with any specific requirements for Participants to deliver in the lead up to or during the Tournament.

Should NZRL secure a naming rights sponsor for the National Premiership or National Championship (or both) NZRL reserves the right to add a logo to the playing kit of all teams. In the event a logo needs to be added after jerseys have been produced, the extra costs incurred for adding the logo will be at the expense of NZRL. The preferred position for a naming rights sponsor logo would be below the player number on the back of the jersey. If this location is not available NZRL will work with the relevant Zone(s) to find a suitable location for the logo.

12.2 Team Partners

Zones & Districts are to supply a list of all commercial partners and sponsors to the NZRL two weeks prior to the commencement of the competition

13. Playing Uniform

All playing uniforms must comply with NZRL specifications as outlined in this section.

13.1. Design and Colours

If participating teams are introducing a new playing kit to the competition they must submit the new kit design and colours to the Competition Organiser at least two (2) months prior to the start of the competition for approval. All kit must be approved by NZRL before being used in the competition. If the NZRL feels that a conflict may exist, it will notify the relevant participating team, who will be asked to provide an alternative playing kit.

13.2. Logo Specifications

Any jerseys being produced for the 2018 season should feature the new logo which is available from NZRL.

The relationship between all elements of the logo are fixed and must only appear as provided by the NZRL Commercial Department. They may not be adjusted or modified under any circumstances.

The National Competition logos are the exclusive property of the NZRL and protected under Trademark and Copyright Law.

Refer to below table for positioning and size guidelines for placement of logos:

	Position	Dimensions (maximum)
Front	Right chest (NZRL competition logo)	9cm wide
	Left chest (Zone logo)	9cm wide
	Front, centre logo	10cm high
	Right or left sleeve logo	10cm ²
	Right short logo (Apparel brand logo)	9cm wide
	New Zealand Community Trust (NZCT)	9cm wide
Back	Logos above or below jersey number	10cm high
	Right or left short logo (NZRL sponsor's logo)	5cm high

13.3. Numbering of Uniforms

Players will be numbered from 1 to 17 as set out in the Laws of the Game. The number will be displayed on the back of the playing jersey. Numbers must not be less than 20cm in height.

13.4. Undergarments

Players are not permitted at any time to wear compression or thermal undergarments longer than below the knee or the elbow while on the playing field and in playing uniform.

14. Playing Team

Each team may nominate no more than 17 players for any one game in the competition unless specifically approved by the NZRL. **The list of players to take part in each game is to be advised to the Competition Organiser by 10:00am on each Wednesday preceding that game** for insertion in any program. Failure to meet this deadline may incur a \$200.00 fine.

NOTE: Team lists are to be entered into the Team List Form as supplied and forward to Shaun Iwikau siwikau@nzrl.co.nz as a Microsoft Word document attachment.

15. Playing Team Alterations

Any team which announces a team of players to commence play in a competition match and subsequently changes the composition of the team and actually commences play in that match with such amended team of players may be fined \$200.00 if, in the opinion of the Competition Organiser, the announcement of the original team to commence the match was made for the purpose of deception.

16. Travelling Teams

Teams travelling by air are to supply a passenger list to the Competition Organiser by 10:00am on the Wednesday preceding the game. In the case of injuries, name changes can be notified to the Competition Organiser by no later than 10:00am on the Friday preceding the game. On receipt the passenger list, the Competition Organiser will liaise directly with the team manager regarding team travel arrangements.

17. NZRL Competition Obligations

In the interest of staging a successful and well executed National Premiership & Championship Competition, NZRL will meet the following obligations:

17.1. Transportation

The NZRL will organise and meet the costs of air and coach travel, including airport transfers for a group of twenty (20) per team made up of a coach, trainer, team manager and seventeen (17) players in the Championship, Premiership & Grand Final competitions.

17.2. Accommodation (by exception)

The NZRL will determine, organise and meet the cost of accommodation, where required for a group of twenty (20) per team, on a twin share basis with a breakfast when same day return transport cannot be arranged. This clause is only applicable to the Championship, Premiership & Grand Final competitions. The NZRL will determine as to whether any additional meal costs will be met on a case by case scenario.

17.3. Match DVDs/Video/Live Streaming

All Zones / Districts are required to forward a DVD copy (if filmed) or Video copy of matches to NZRL on the Wednesday following the game if required for judicial purposes.

17.4. Match Balls

Competition Match Managers will be supplied with the NZRL official match balls for use in all Premiership & National competition matches.

18. Host League's Obligations

The host League shall provide the following for all grades:

- A fully marked field(s) with goal posts, post pads and flags including spectator barriers at 2 metre minimum distance from the side line;
- A liaison person for visiting teams;
- Three (3) ball kids, minimum age is to be 10 years;
- Referees changing rooms;
- Doping Control Room;
- Match Judiciary Room;
- Weather Proof on ground seating for the match management staff;
- Suitable sin bin area;
- Covered seating where available for reserve players and football staff;
- An audible sound system and ground announcer;
- A score board, plus operator;
- An after match function or where time doesn't allow, the supply of recovery packs;
- Minimum of two (2) bags of ice for each team;
- Organise provision for a qualified medical staff to be in attendance for all games (i.e. St John);

19. Travelling Team's Obligations

- Provision for player hydration and any pre match meals required;
- Ensure that all team members travelling by air have adequate photograph identification (i.e. passport or drivers licence);

20. Amendment of Rules

The NZRL reserves the right, on reasonable notice, to amend these rules as it sees fit.

Appendices

1. The Rugby League Pledge

The Rugby League Pledge should be read in conjunction with the NZRL Code of Behaviour. The Rugby League Pledge is the philosophy by which all participants of the game live by and are required to commit to the following:

- I am committed to growing Rugby League in New Zealand.
- I will do my best to improve the image of our game; as such I am committed to only positive behaviours on our fields and side lines.
- The safety and enjoyment of all who participate in our game is my first priority.
- I will respect the traditions of our game, I will play hard and I will play fair in any role that I have, and I will always act with honour both on and off the field.



2. NZRL Code of Behaviour

All participants involved in the competition will be bound by the NZRL Code of Behaviour.

This Code of Behaviour applies for all players and team officials:

- 1) No player or team official may during the course of a match or after a match under the jurisdiction of the NZRL abuse or address a referee or touch judge in insulting terms, or act in a provocative manner toward a referee or touch judge.
- 2) A player while engaged in a game and a team official while attending a game must not use crude or abusive language, or engage in any conduct harmful to the interests, welfare or image of the NZRL or the game of Rugby League.
- 3) A player must at all times abide by the terms of the Player Registration Form which he has entered into with the team for which he plays and the NZRL, and a team official must at all times abide by the terms of the contract which he has entered into with the team and the NZRL.
- 4) A player must at all times act, dress and behave in public in a professional manner.
- 5) A player must, in the interests of maintaining the image of the game, accept all reasonable directions of the team management and must not engage in any public acts

of misconduct or unruly public behaviour while representing any team affiliated to the NZRL.

- 6) A player may, having first obtained the written approval of the NZRL appointed Competition Organiser or his nominee, write a column for publication in any newspaper provided that such approval at any time will not be unreasonably withheld, and such approval will be deemed to continue until withdrawn by the Competition Organiser.
- 7) No player or team official may, at any time, make any comment in any publication whether written, televised or broadcast which is detrimental to the interests, welfare or image of the NZRL or Rugby League in general.
- 8) Players and officials are prohibited from placing bets, and benefiting financially, from bets placed by others, on games in which they are participating.
- 9) Where the NZRL receives a report of an alleged breach of this Code of Behaviour, the player or team official will be summoned to appear before a hearing of the NZRL/District League Judicial Committee, who may:
 - a) If the player is found guilty of a breach of this code after due investigation, fine, and/or disqualify or suspend the player from playing, or otherwise deal with the player concerned;
 - b) If the team official is found guilty of a breach of this code after due investigation, fine and/or disqualify or suspend the team official from participating in the game of Rugby League, or otherwise deal with the team official concerned.

3. Concussion Policy

Please refer to the below link for the policy:

<http://nzrl.co.nz/tournaments/national-competition/documents-resources/>

4. Mouth Guard Policy

It is compulsory for all players playing in sanctioned competition by the NZRL and its members to wear a protective mouth guard.

- The **No Mouth guard, No Game Policy** is to be firmly enforced.
- Players are not permitted to share mouth guards.

4.1 Operational Guidelines

- Referees and/or touch judges will check that all players (including reserves) have a mouth guard prior to the start of the game.
- During the course of a match any player found not to have a mouth guard in the mouth and not having a mouth guard in their possession, (due to having it dislodged as a result of a tackle) will be made to leave the field.
- On obtaining a replacement mouth guard, the player may re-enter the field of play after reporting to a touch judge.
- In the event of the player being unable to obtain a replacement mouth guard they may take no further part in the game but may be substituted, with that substitute counting as an interchange.
- During the course of a match, any player found not to have a mouth guard in their mouth, but to have one in their possession (in their sock or pocket etc.) will be penalised and sin binned for 10 minutes.
- Referees are to use common sense in enforcing this policy in regard to players approaching a scrum with a mouth guard in their hand and other such incidents, where there is a break in play.

4.2 Mouth Guard Exemption Guidelines

- The player in question must provide a medical certificate from a dentist clearly stating why a mouth guard cannot be worn by the player.
- The player must submit the dentist medical certificate with a portrait photo to the NZRL prior to taking the field.
- The NZRL reserves the right to make the final decision on issuing a mouth guard exemption.

5. Anti-Doping Policy

NZRL aims to eliminate the use of prohibited substances and prohibited methods from Rugby League by adoption of the Sports Anti-Doping rules and WADA code. The WADA code can be sourced from www.drugfreesport.org.nz and resources from <https://drugfreesport.org.nz/what-we-do/education>

5.1 Application

This policy applies to:

- All athletes who are within the jurisdiction of the Constitution, Rules and Regulations of NZRL; and
- All athlete support personnel within the jurisdiction of the Constitution, Rules and Regulations of NZRL; and
- All other persons who have acknowledged in writing that they are bound by this policy or who are otherwise deemed to be bound.

5.2 Anti-Doping Education

NZRL will educate and inform athletes and athlete support personnel about issues concerning doping in sport, including by:

- a) Circulating or providing athletes and athlete support personnel with information materials and resources on doping in sport; and
- b) Co-operating with the NZSDA, WADA and other relevant Anti-Doping Organisations to implement drug education and information programs for athletes and athlete support personnel.

6. Smokefree Philosophy

NZRL is committed to removing smoking from our sport by establishing a Smokefree policy for people to respect and enjoy.

We are Smokefree because: Participating in the game of Rugby League and being Smokefree is a positive health choice for each of us to make.

- It helps us feel good socially, emotionally and physically, especially during a game of Rugby League.
- It supports our team-mates and friends who want to give up smoking.
- It supports our friends who don't smoke in the club and on the side line as it provides healthy environments for all to enjoy.
- Having role models (players, coaches and administrators) who are Smokefree encourages our youth to choose not to smoke.
- It protects our youth from the harmful effects of people smoking around them at the game and especially in the clubrooms.
- Rugby League is all about good health and active lifestyles and smoking has no part to play.


Please respect our Smokefree Philosophy.

If you choose to smoke, please do so outside our Smokefree areas. Remind smokers not to light up in our Smokefree areas . . . Be supportive – tobacco addiction is a powerful thing.

“Kia Tu Tangata, Kia Auahi Kore”

7. Rugby League Sports Betting Policy

- The TAB will be offering an opportunity for the public to place bets on the National Rugby League Competition therefore it is imperative that all players and managers associated with this competition are fully aware and compliant with the NZRL Anti-Match-Fixing & Sports Betting Policy.
- This can be located on the NZRL Website: <http://www.nzrl.co.nz/tournaments/national-competition/documents-resources/>
- All players and team management competing in the Championship & Premiership competition are required to sign the Anti-Match-Fixing & Sports Betting contract and have returned copies of these signed documents to the competition organiser prior to the week end commencing 8th of September 2017. Any new players who join the squad post this date must also complete this process.



**Anti-Match Fixing and Sports Betting Policy of
New Zealand Rugby League**

I, _____, hereby agree to the terms and conditions set out in the Anti-Match Fixing and Sports Betting Policy of New Zealand Rugby League, as available on the New Zealand Rugby League website.

I agree that I will not bet, gamble or enter into any other form of financial speculation on any Match or Event including Professional, domestic or international matches or events under the jurisdiction of, or connected to, New Zealand Rugby League, the ARLC, NRL, RFL and RLIF;

I agree that I will not use, or provide to any person, inside information where it might reasonably be expected the information could be used for betting purposes.

I understand that New Zealand Rugby League may provide the TAB with my name and date of birth and they may report any betting on rugby league via my account to the NZRL.

Signed

DOB

Date

8. RECRUITMENT AGENT POLICY – JUNIOR ELITE PLAYERS

New Zealand Rugby League (NZRL) have put in place this Policy for all attending or involved in NZRL Junior Competitions or Tournaments (Events). 'Junior' refers to players under the age of 18 years. The term 'Recruitment Agent' refers to NRL Accredited Player Agents, NRL Recruitment Managers, Secondary School Recruitment Officers (Domestic or International) or any person acting on their behalf.

RECRUITMENT AGENT OBLIGATIONS

Any Recruitment Agent in attendance of an NZRL run or sanctioned Junior Event must register their involvement.

Recruitment Agent registration forms must be completed upon arrival at the event. Forms will be located in the Ops Centre (main office) at the match venue unless detailed otherwise by NZRL staff. The Ops Centre will be managed by NZRL staff or affiliates. Upon registration, Agents will be issued with the appropriate accreditation and Guidelines.

Recruitment Agent registration forms may be completed online and returned prior to the event. The form can be requested by emailing the contacts below. Note: Agents MUST still report to the Ops Centre immediately on arrival, to be issued their accreditation.

Any Agents who fails to comply with this process will be banned from the event (and possible future events). They will also be reported to the NZRL, NRL Agents Accreditation Manager and the NRL Football Department.

PROTOCOLS FOR RECRUITMENT AGENTS ATTENDING NZRL EVENTS

The following protocols MUST be adhered to by Recruitment Agents that wish to communicate with any players participating in NZRL junior competitions or tournaments:

1. No Recruitment Agent shall enter into, or directly or indirectly facilitate the entry into of a contractual arrangement with a player (or any person or entity on behalf of the player) before 1 January of the year in which that player turns 15 years of age.

For the purposes of this Guideline, a "contractual arrangement" includes an NRL Playing Contract, Playing Agreement or Third Party Agreement (each of which is defined in the NRL Rules) as well as any other form of agreement, whether oral or in writing, and howsoever recorded.

2. All Recruitment Agents must gain the appropriate NZRL Agent Accreditation upon arrival at any event. The issue of official NZRL Agent Accreditation is at the sole and absolute discretion of NZRL.
Make visible at all times the accreditation pass supplied by NZRL. The NZRL Wellbeing and Education Manager and/or other NZRL staff or affiliates will assist with registration and scrutinize the operations and behaviour of all Player Agents at events.
3. No Recruitment Agent is to approach any NZRL registered player under 18 years of age (in a Recruitment Agent capacity) unless officially representing that player. It is the responsibility of the Agent to inform NZRL staff of any existing contractual arrangements with any participating player. This information must be provided upon registering at the event or alternatively by emailing the contacts below prior to the event.

4. For players under 18 years of age: At the conclusion of the game and official team commitments, Agents are permitted to contact Team Managers where they have an interest in a particular player. At this meeting they can pass on their business card and/or contact details to the Team Manager who will in turn pass them on to the particular player or parent(s)/caregiver(s). No other contact is permitted until approved by the player's parent(s)/caregiver(s).
5. Player Agents are not to interact with players at times when it may impede on the players ability to perform in the game i.e. pre-game preparations, during halftime, general play or post-match coaching debrief.
6. If a Team Manager or Official believes the communications between the Player Agent and the player are in breach of Protocol 5, then they may terminate any such meeting and report their concerns to the NZRL Wellbeing and Education Manager and/or other NZRL staff and to the parents/caregiver(s) of the player.
7. Any Player Agent who fails to or refuses to follow these protocols will forfeit their entitlement to participate any further at that particular event and the incident will be passed on to the relevant authorities.

David McMeeken

National Talent Manager
New Zealand Rugby League
Mobile: +64 (0)21 956 975
Email: david.m@nzrl.co.nz

Shaun Iwikau

Football Operations Manager
New Zealand Rugby League
Mobile: +64 (0)21 924 790
Email: siwikau@nzrl.co.nz

Nigel Vagana

Wellbeing & Education Manager
New Zealand Rugby League
Mobile: +64 (0)21 924 026
Email: nvagana@nrl.com.au

9. 2018 National Rugby League Draw

Regional Championship Draw

Northern Regional Pool

Round 1	Home		Away	Venue	Kick off
18/19 Aug	BOP	vs	Northland	TBC	TBC
18/19 Aug	Waikato Dev	vs	Auck Sharman Cup	TBC	TBC
Round 2	Home		Away	Venue	Kick off
25/26 Aug	Northland	vs	Auck Sharman Cup	TBC	TBC
25/26 Aug	BOP v	vs	Waikato Dev	TBC	TBC
Round 3	Home		Away	Venue	Kick off
1/2 Sep	BOP	vs	Auck Sharman Cup	TBC	TBC
1/2 Sep	Waikato Dev	vs	Northland	TBC	TBC
Round 4	Home		Away	Venue	Kick off
8/9 Sep	Northland	vs	BOP	TBC	TBC
8/9 Sep	Auck Sharman Cup	vs	Waikato Dev	TBC	TBC

Central Regional Pool

Round	Home		Away	Venue	Kick off
Sat, 18 Aug	Manawatu	vs	Wellington	Fitzherbert Park	TBC
	Taranaki		Bye		
Sat, 25 Aug	Taranaki	vs	Manawatu	Corbett Park	TBC
	Wellington		Bye		
Sat, 1 Sep	Wellington	Vs	Taranaki	Wise Park	TBC
	Manawatu		Bye		

Southern Regional Pool

Round 1	Home		Away	Venue	Kick off
Sat, 11 Aug	Southland Rams	vs	Otago Whalers	Elles Rd, Invercargill	TBC
Sat, 11 Aug	Tasman Titans	vs	West Coast Chargers	Saxton Field, Nelson	TBC
	Aoraki Eels	vs	BYE		
Round 2	Home		Away	Venue	Kick off
Sat, 18 Aug	West Coast Chargers	vs	Southland Rams	Wingham Park, Greymouth	TBC
Sat, 18 Aug	Aoraki Eels	vs	Tasman Titans	Alpine Energy Stadium, Timaru	TBC
	Otago Whalers	vs	BYE		
Round 3	Home		Away	Venue	Kick off
Sat, 25 Aug	Otago Whalers	vs	West Coast Chargers	Forsyth Barr Stadium, Dunedin	TBC
Sat, 25 Aug	Aoraki Eels	vs	Southland Rams	Alpine Energy Stadium, Timaru	TBC
	Tasman Titans	vs	BYE		
Round 4	Home		Away	Venue	Kick off
Sat, 1 Sep	Southland Rams	vs	Tasman Titans	Elles Rd, Invercargill	TBC
Sat, 1 Sep	Otago Whalers	vs	Aoraki Eels	TBC, Dunedin	TBC
	West Coast Chargers	vs	BYE		
Round 5	Home		Away	Venue	Kick off
Sat, 8 Sep	Tasman Titans	vs	Otago Whalers	Saxton Field, Nelson	TBC
Sat, 8 Sep	West Coast Chargers	vs	Aoraki Eels	Wingham Park, Greymouth	TBC
	Southland Rams	vs	BYE		

National Premiership Draw

Round 1	Home		Away	Venue	Kick off
Sun, 16 Sep	Counties	vs	Canterbury	Mt Smart Stadium, Auckland	2.00pm
Sun, 16 Sept	Akarana	vs	Waikato	Mt Smart Stadium, Auckland	4.00pm

Round 2	Home		Away	Venue	Kick off
Sat, 22 Sep	Canterbury	vs	Waikato	Christchurch Stadium, Christchurch	2.00pm
Sat, 22 Sep	Akarana	vs	Counties	Mt Smart Stadium, Auckland	4.00pm

Round 3	Home		Away	Venue	Kick off
Sat, 29 Sep	Canterbury	vs	Akarana	Christchurch Stadium, Christchurch	2.00pm
Sun, 30 Sep	Waikato	vs	Counties	FMG Stadium, Hamilton	2.00pm

National Championship Draw – Teams, Venue & Days TBC

Round 1	Home		Away	Venue	Kick off
15/16 Sep	Northern Winner	vs	Central Winner	TBC	TBC
	Southern Winner	vs	Bye		

Round 2	Home		Away	Venue	Kick off
22/ 23 Sep	Central Winner	vs	Southern Winner	TBC	TBC
	Northern Winner	vs	Bye		

Round 3	Home		Away	Venue	Kick off
29/30 Sep	Southern Winner	vs	Northern Winner	TBC	TBC
	Central Winner	vs	Bye		

GRAND FINAL DAY

Round 1	Home		Away	Venue	Kick off
Sat, 6 Oct	Championship Winner	vs	4th Placed Premiership	Mt Smart Stadium, Auckland	2.00pm
Sat, 6 Oct	1st Placed Premiership	vs	2nd Placed Premiership	Mt Smart Stadium, Auckland	4.00pm

10. Contact Details

National Premiership Contacts



AKARANA FALCONS			
NAME	POSITION	EMAIL	PHONE
EVELYN BROOKER	GM-Akarana	evelyn@nzrl.co.nz	021 986 975



CANTERBURY BULLS			
NAME	POSITION	EMAIL	PHONE
TRACY FLEET	Club & Game Development Officer – Canterbury Rugby League	shane@crfl.co.nz	027-536-5855



COUNTIES MANUKAU STINGRAYS			
NAME	POSITION	EMAIL	PHONE
KASEY KING	GM – Counties Manukau Zone	kasey@nzrl.co.nz	021 275 6975



WAIKATO			
NAME	POSITION	EMAIL	PHONE
JOHN DEVONSHIRE	Business Manager	johnd@rakaumanga.school.nz	0274 757 510
MYLES WATENE	Contact	myleswatene@gmail.com	020 4136 4597

National Regional Team Contacts



NORTHERN SWORDS			
NAME	POSITION	EMAIL	PHONE
PHIL MARSH	GM – Rugby League Northland	philm@rln.co.nz	021 247 2458
	Head Coach		
	Assistant Coach		
	Manager		
	Head Trainer		



BAY OF PLENTY			
NAME	POSITION	EMAIL	PHONE
JENNY NAHU	Contact	jnahu@xtra.co.nz	027 7494657
	Head Coach		
	Assistant Coach		
	Manager		
	Head Trainer		



AUCKLAND VULCANS			
NAME	POSITION	EMAIL	PHONE
GREG WHAIAPU	GM- Auckland Rugby League	greg.w@aucklandleague.co.nz	027 237 9519
ANDY HAY	Coaching & Development Manager	andy.h@aucklandleague.co.nz	021 230 7215



MANAWATU			
NAME	POSITION	EMAIL	PHONE
LAWRENCE ERIHE	Contact	LAWRENCE.ERIHE@NZDF.MIL.NZ	
	Head Coach		
	Assistant Coach		
	Manager		



TARANAKI			
NAME	POSITION	EMAIL	PHONE
ALAN JACKSON	Head Coach	alan@nzrl.co.nz	027 705 8888



WELLINGTON ORCAS			
NAME	POSITION	EMAIL	PHONE
PHIL ROACHE	Contact	Phil.Roache@nzrl.co.nz	027 242 2012
	Head Coach		
	Assistant Coach		
	Manager		



TASMAN			
NAME	POSITION	EMAIL	PHONE
PAUL ROSANOWSKI	Chairman	roso@xtra.co.nz	027 4343431
ANDRICE RAPANA	Contact	andricerapana@outlook.com	021 02839091
	Head Coach		
	Assistant Coach		
	Manager		
	Trainer		



WEST COAST			
NAME	POSITION	EMAIL	PHONE
PETER KERRIDGE	Chairman	pg.kerridge@xtra.co.nz	027 5685647
	Head Coach		
	Manager		
	Trainer		



AORAKI			
NAME	POSITION	EMAIL	PHONE
STEVE MCKEOWN	Contact	aorakirugbyleague@gmail.com	
	Head Coach		
	Assistant Coach		
	Manager		
	Physio		



OTAGO			
NAME	POSITION	EMAIL	PHONE
MELANIE PIRI	CONTACT	melanie@nzrl.co.nz	021 838381
	Head Coach		
	Manager		
	Trainer		
	Physio		



SOUTHLAND			
NAME	POSITION	EMAIL	PHONE
JANE BALLANTYNE	President	Jane.ballantyne105@hotmail.com	027 213 0009
	Head Coach		
	Assistant Coach		
	Manager		
	Trainer		



PLAYER REGISTRATION FORM

2018 NATIONAL COMPETITION

District: _____ **Zone** _____

Club: _____

Surname: _____ **First Name(s):** _____

DOB ____/____/____

Age: _____

ADDRESS _____
(Street number & name)

Suburb: _____

Mobile: _____ **Home:** _____ **Work:** _____

Email address: _____

Ethnicity: NZ Maori NZ European

Pasifika: Cook Is Fiji Niuean Samoa Tokelauan Tonga

Other: _____

I consent to receive rugby league related contact by NZRL and/or your zone yes/no

Declaration: I, the undersigned, acknowledge that I understand the:

- New Zealand Rugby League’s Code Of Behaviour,
- The Rugby League Pledge,
- The Sports Anti Doping Rules,
- Concussion Policy,
- Player Agent Policy and

I agree to abide by the rules and regulations of the 2017 National Competition. All policies are available on <http://www.nzrl.co.nz/tournaments/national-competition/documents-resources/>

Signature (Player): _____ Date: ____/____/____

Witness Team Manager) _____ Date: ____/____/____



TEAM OFFICIAL REGISTRATION FORM



2018 NATIONAL COMPETITION

District: _____ Zone: _____

Qualifications: _____ Club: _____

Surname: _____ First Name(s): _____

DOB ____/____/____

Age: _____

ADDRESS _____
(Street number & name)

Suburb: _____

Mobile: _____ Home: _____ Work: _____

Email address: _____

Ethnicity: NZ Maori NZ European

Pasifika: Cook Is Fiji Niuean Samoa Tokelauan Tonga

Other: _____

I consent to receive rugby league related contact by NZRL and/or your zone yes/no

Declaration: I, the undersigned, acknowledge that I understand the:

- New Zealand Rugby League’s Code Of Behaviour,
- The Rugby League Pledge,
- The Sports Anti-Doping Rules,
- Concussion Policy,
- Player Agent Policy and

I agree to abide by the rules and regulations of the 2017 National Competition. All policies are available on <http://www.nzrl.co.nz/tournaments/national-competition/documents-resources/>

Signature (Official): _____ Date: ____/____/____

Witness Team Manager) _____ Date: ____/____/____



PARENTAL CONSENT FORM

2018 NATIONAL COMPETITION



Player Details

Surname: _____ First Name(s): _____
 DOB: ___/___/____ Age: _____
 Zone: _____ Club: _____

This section must be filled out by the parent/caregiver/guardian of the player

Please tick the appropriate box:

PARENT CAREGIVER GUARDIAN

Surname: _____ First Name(s): _____
(Last Name):
 Mobile: _____ Home: _____ Work: _____
 Email Address: _____

Medical Conditions

Please list any injuries or medical conditions the player may suffer from.
(e.g. Asthma, concussion, epilepsy, etc.)

Year (If Applicable)	Injury or medical condition

I consent to _____ to play in the National Competition
(Name of Player)

Signed: _____ Date: ___/___/____

Witness: _____ Position: _____



2018 NATIONAL COMPETITION PLAYING TEAM LIST



ZONE/TEAM: _____ **GRADE:** _____ **DATE:** _____

No.	PLAYERS (FIRST NAME & LAST NAME)
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
No.	RESERVES (FIRST NAME & LAST NAME)
14	
15	
16	
17	
STAFF (FIRST NAME & LAST NAME)	
Coach	
Manager	
Head Trainer	
Trainer	
Physio	
Captain	

All names must be written as they are registered with the NZRL (i.e. no nick-names).

All team lists must be emailed to siwikau@nzrl.co.nz by 10:00am on the Wednesday preceding the match.