



# **QLD MAORI SPORTS INC TOURNAMENT RULES**

**Te Whenua Ariki (TWA)**

The QLD Maori Sports Inc Board (QMSI) Utilizes Rugby League as the vehicle to connect Māori with their Māori heritage and customer. It is this which makes our tournament unique and special. Upholding Tikanga is paramount. QMSI supports all players and whanau and have a responsibility to ensure the tournament is facilitated in alignment with the rules outlined in this document. All play is undertaken with respect and sportsmanship, as well as Tikanga Māori. Players, officials and spectators are encouraged to work together to create a positive, safe and respectful environment

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## 1. QMSI AND NRL CODE OF CONDUCT

- 1.1. TWA tournament fully aligns with the QRL and NRL code of conduct and therefore apply to any person participating at TWA 2024.
- 1.2. This means there is a Zero tolerance to all forms of abuse on or off the field.
- 1.3. QMSI Tournaments are alcohol and drug free events. No person shall drink alcohol, take drugs or smoke within the tournament grounds. Offenders will be removed and banned
- 1.4. Any person in breach of these codes may be requested by a QRL or QMSI official to be removed from a match, spectating and if necessary, removed from the carnival by security or police.
- 1.5. NRL code of conduct: <https://www.playrugbyleague.com/laws-of-the-game-community/code-of-conduct/>
- 1.6. Smoking areas are designated, and sign posted throughout the grounds. Smoking is not permitted on the sidelines or public areas.
- 1.7. Abusive or threatening behaviour will not be tolerated. Players, Team officials and supporters who abuse and threaten field officials will be asked to leave the grounds will be banned for the duration of the tournament.

## 2. EVENT CONDUCT

- 2.1. No person(s) attending a QMSI tournament shall:
  - 2.1.1. Use offensive or obscene language to any participant/spectator/official/player
  - 2.1.2. Enter the Field of Play during a match without the prior approval of the Ground Manager appointed by the home club and/or League
  - 2.1.3. Excessively dispute the decision of a referee or touch judge either during or after a match
  - 2.1.4. Assault or act with aggression to any person/s
  - 2.1.5. Behave in a way contrary to the Code of Conduct and/or the spirit of the game
  - 2.1.6. Behave in a way which disturbs the enjoyment of a match, function or event by any other person/s, or brings discredit to the home club and/or League
  - 2.1.7. Act in such a way as to exhibit racial intolerance, by language or other conduct, to any person/s
  - 2.1.8. Refuse to accept the reasonable direction of the Ground Manager, official of the team/club which that person is supporting, or official of the home club and/or League. Rohe/Nation are responsible for the conduct of their players, parents/ carers of players, coaches, officials and club supporters.

## 3. HAKA/PRE-GAME CHALLENGE PROCESS

- 3.1. Teams must be ready to take the field at least 10 minutes before the start time for the first game, or immediately after the completion of the previous game.
- 3.2. Siren Signal: Two short beeps of the siren will sound 10 minutes before kick-off, signalling the commencement of the haka.

- 3.3. The playing teams will commence their haka on or behind the 20-metre line.
- 3.4. Rohe players and supporters may support the playing team during the haka, but the playing team must remain at the front, while supporters/non-playing team members must stay behind. The only exception is the leader of the haka, if necessary.
- 3.5. Teams must remain behind the 40-metre line during their haka. A breach of the 40-metre line, including stepping on or over the line, will result in penalties
  - 3.5.1. If 1 player steps over the 40-metre line, the captain of the playing team will be sin-binned for 5 minutes.
  - 3.5.2. If both teams breach the 40-meter line, both captains will be sin binned
  - 3.5.3. If 2 or more players, supporters, or the kaea (leader) from the same team cross the 40-metre line, the team will forfeit their points for that match.
- 3.6. Upholding Tikanga Māori any form of disrespect or turning of backs while the haka/pregame challenge is being performed will result in the captain of the offending team being sin-binned for 5 minutes/
- 3.7. Captains announced at the start of the game will not be replaced if a penalty or sin-bin occurs due to haka breaches.
- 3.8. Should a breach occur both team managers are to be advised prior to the game commencing.
- 3.9. The name of the duty official reporting the breach will on record at the central tent HQ.

## **4. QMSI RULES AND MATCH DAY OPERATIONS**

### **4.1. ON FIELD MATCH REGISTRATIONS**

- 4.1.1. Manager's report to the registration desk to confirm teams 15 minutes before game starting.
- 4.1.2. Player name to remain with the same jersey number throughout the duration of the carnival

### **4.2. NUMBER OF PLAYERS PER TEAM, GAME AND INTERCHANGE**

- 4.2.1. Twenty Five (25) registered players per team.
- 4.2.2. Nineteen (19) registered players per game.
- 4.2.3. Thirteen (13) on-field players; six (6) reserves.
- 4.2.4. Unlimited interchange.

### **4.3. GAME RULES**

*In accordance with [QRL Southeast Operations Manual](#)*

The following exceptions apply:

- 4.3.1. All games will start and finish according to the scheduled times as per the official tournament DRAW.
- 4.3.2. The Official Timekeeper will not stop the clock unless there are extenuating circumstances as determined by the referee or match officials.

- 4.3.3. For the following divisions: U14s boys and girls, U16s boys and girls, U18s boys and girls, Open Wahine, Open Tane, and Masters Games will consist of 25 minutes per half with a 5-minute halftime break.
- 4.3.4. Time stoppage for injuries or water breaks will be at the discretion of the referee or Match Official.
- 4.3.5. The referee will have the final say on any stoppages deemed necessary for player safety or match integrity.
- 4.3.6. Teams must be ready to take the field 10 minutes prior to the start of the first game of the day. Immediately after the completion of the previous game for subsequent matches.
- 4.3.7. There will be a 5-minute break between games.
- 4.3.8. A signal of 2 short beeps of the siren will sound 5 minutes before kick-off. This will serve as the signal for teams to commence the haka/pregame challenge.

#### 4.4. COMPETITION POINTS:

- 4.4.1. Win: 3 points
- 4.4.2. Draw: 2 points
- 4.4.3. Loss: 1 point
- 4.4.4. Forfeit: 0 points
- 4.4.5. If a draw results at the end of a pool game, the team that scores the first try will be winners.
- 4.4.6. If no tries are scored at the end of a pool game, the team that scores the first points will then be named the winner.
- 4.4.7. If at the end of a pool game both teams do not score points, the game will result in a draw (No 'extra time' period will be added).

#### 4.5. TEAM STAFFING

To be eligible to take the field each team must provide the following personnel:

- 4.5.1. Coach: Must hold the appropriate qualification for the age group they are coaching, as per national rugby league guidelines.
- 4.5.2. First Aid Officer (FAO): Must have a Level 1 First Aid qualification. This person must be present throughout the match to handle any injuries or health-related issues.
- 4.5.3. League Safe Officer: Each team must have a League Safe Officer qualified to manage player safety, hydration, and injury protocols in compliance with league rules.
- 4.5.4. Team Manager: Responsible for team administration and ensuring the smooth operation of all team-related duties during the tournament.
- 4.5.5. Duty Officials:

- 4.5.5.1. Touch Judge: Each team must supply a Touch Judge who is over the age of 14. This person will assist the referee and must be impartial.
- 4.5.5.2. Supporter Management Official: A second Duty Official is required to manage the behaviour of the team's supporters, ensuring respect for players, officials, and match conditions.
- 4.5.5.3. A ball person

#### 4.6. STAFF AND DUG OUT RULES

- 4.6.1. A maximum of 5 officials/staff are permitted in the dugout at any one time, consisting of: 3 Trainers 1 Coach 1 Manager
- 4.6.2. No children are allowed in the dugout, and all staff and officials must wear fully enclosed shoes.
- 4.6.3. Coaches and Managers must remain in the designated dugout areas provided for their teams.
- 4.6.4. Coaches are responsible for ensuring positive behaviour from their team and support staff while in the dugout.
- 4.6.5. On-field staff must not loiter behind the defensive line, in goal areas, or along the sideline during play.
- 4.6.6. Only 2 staff members are allowed on the field at any time, except in the case of, Injury assistance, Water breaks, Stoppage in play, Delivering a kicking tee, Time off for player removal, No additional staff are permitted on the field during regular play outside of these circumstances.
- 4.6.7. No players or staff are permitted to enter the field of play unless specifically allowed under the guidelines above. Players entering the field without permission will result in an automatic send-off. Staff or spectators violating this rule will be removed from the premises.

#### 4.7. PLAYER MISCONDUCT

A player is guilty of misconduct if they:

- 4.7.1. Trips, kicks or strikes another player
- 4.7.2. When affecting or attempting to affect a tackle contacts the head or neck of an opponent intentionally, recklessly or carelessly:
- 4.7.3. Uses any dangerous throw when effecting a tackle
- 4.7.4. Applies any unnecessary pressure or twists including grapples, crushers or performs a chicken wing on a player in possession.
- 4.7.5. Applies any unnecessary pressure or twists including grapples, crushers or performs a chicken wing on a player in possession.
- 4.7.6. Unnecessarily contacts a player not in possession or a kicker (see Tackle and Play the ball)
- 4.7.7. When a defender forcefully spears at the legs of a player in possession exposing him to unnecessary risk of injury

4.7.8. Shoulder Charge (see Tackle and Play the ball)

4.7.9. Disputes a decision of the Referee or Touch Judge

In these circumstances the referee at their discretion may caution, sin bin, or dismiss the player from the game.

#### 4.8. SIN BINS

The following exceptions apply:

4.8.1. Sin Bin duration 5 minutes.

4.8.2. Referee will signal a player has been sent to the Sin Bin.

4.8.3. The game will not resume until the player exits the field.

4.8.4. The player must immediately report to an official centre tent HQ.

4.8.5. The game time will not stop for a Sin Bin.

4.8.6. Referee will resume play.

4.8.7. The Sin Bin time will start when the player has reported to the sin bin area.

4.8.8. An official will allow a player to return to the field of play after the 5 minutes has completed.

4.8.9. Players receiving a second Sin Bin will put onto suspension until an elect QMSI judiciary reviews the players records of incidences. (This rule does not apply to haka/pregame challenge infringements)

4.8.10. No replacement for any players in receipt of either a first or second Sin Bin.

#### 4.9. SEND OFF

The following additions apply:

4.9.1. Player is automatically suspended and will no longer take part in the game.

4.9.2. Player is to be escorted to base camp immediately.

4.9.3. Player will not take any further part in the tournament until incident report has been reviewed.

4.9.4. Referee incident report will be reviewed by an elect QMSI judiciary.

4.9.5. Match Review/Judiciary committee.

4.9.6. Review referee incident report.

4.9.7. Review protests submitted within 10minutes after the end of the concerned match.

4.9.8. All protests must be submitted in writing by a team manager to an official at centre HQ

#### 4.10. ON FIELD REPLACEMENTS (INTERCHANGE)

The following exceptions apply:

4.10.1. Interchange players must only enter and exit from the interchange box (marked with cones).

4.10.2. A player can be interchanged outside of the interchange box under injury situations.

#### 4.11. TRAINERS ROLES/TREATMENT OF INJURED PLAYERS – IN ACCORDANCE WITH GAME RULES 3

In summary:

4.11.1. A coach or manager cannot act as a Trainer in any match or vice versa.

4.11.2. Trainers must leave the field immediately, after attending to injury or hydrating.

4.11.3. Trainers must remain within the bench area.

4.11.4. There are no other circumstances or reasons under which it is permissible for trainers to move away from the bench area.

4.11.5. Trainers are not permitted on the field during scrums except in the case of a serious injury in which case the Green, Blue or Orange

4.11.6. Trainer may attend. The specific roles and responsibilities of each trainer are as follows:

##### *4.11.7. Orange Shirt Trainer – (Medical)*

4.11.7.1. Is allowed unlimited access to the playing field to attend to injured Players.

4.11.7.2. May provide fluids to Players when his team is in possession of the ball.

4.11.7.3. Must not carry messages.

4.11.7.4. Can be involved in the on-field interchange process whilst his team is in possession of the ball.

##### *4.11.8. Blue Trainer duties are limited to:*

4.11.8.1. Interchange of Players.

4.11.8.2. Provision of water.

4.11.8.3. Carrying messages to individual Team members.

4.11.8.4. Is allowed access to the playing field:

4.11.8.5. When their team is in possession, subject to viii below.

4.11.8.6. When a try has been scored

4.11.8.7. During a timeout called by the referee for an injury.

4.11.8.8. During a goal line drop-out.

4.11.8.9. Must enter and leave the playing field without interfering with play.

4.11.8.10. Must not give general messages to the Team or otherwise assist in the task of coaching (save for the carrying of messages to individual Team members) while play is progressing.

4.11.8.11. When entering the field whilst their team is in possession, Blue Trainers must only enter the field of play after their team gains possession of the football and leave the field at the completion of the 4th tackle, immediately

returning to the team bench area (i.e. running) without interfering with play or running behind the opposition team's defensive line.

#### **4.11.9. Yellow Shirt Trainer- (Leaguesafe)**

- 4.11.9.1. May sit with the Head Trainer but can only enter the field of play as provided in emergencies at the direction of the head trainer.
- 4.11.9.2. To help the Orange/Blue Shirt Trainer assist an injured Player from the field.
- 4.11.9.3. Provide aid for an injured Player but does not assess or treat injuries.
- 4.11.9.4. Is not to carry water unless a try has been scored or match official signals a stoppage in play.

#### **4.12. HEAT POLICY – AS PROVIDED IN THE GAME RULES 3**

In summary: the coaches and managers from participating Pacific Nations agree that the extreme weather conditions require each Team to have an additional water carrier.

If competing Pacific Nations cannot agree, the Ground Manager will make the final decision on whether additional water carriers are permitted.

- 4.12.1. If agreed, the Yellow shirt trainer's duties are limited to carrying water when his/her team is in possession. He/she cannot carry messages under any circumstances.
- 4.12.2. May refill drink containers and offer other assistance off the field of play. Can be involved in the off-field interchange process (i.e. to assist the Interchange official).
- 4.12.3. Match officials have the authority to determine QMSIs on-field heat strategy to be activated. Refer to temperature table for accurate process.

#### **4.13. BLEEDING PLAYERS**

- 4.13.1. The following procedure will apply in all cases where a player is bleeding or her person, clothing or equipment has been contaminated by blood.
- 4.13.2. If the referee notices a bleeding or blood contaminated player he/she will immediately stop play and signal to the team trainer to attend to the player.
- 4.13.3. The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether she will require treatment off the field.
- 4.13.4. If the trainer advises that the player can be treated on the field, the referee will instruct the player to drop out behind play for that purpose and the match will immediately recommence.
- 4.13.5. If the trainer advises the referee that he/she will have to treat the player off the field, the match will not restart until the player has left the field – no time off. The player will be interchanged.
- 4.13.6. If the referee stops play twice for the same player and the same wound, the player must be taken from the field for treatment and interchanged.

- 4.13.7. The referee will hold the game up to replace a bleeding player, but a trainer must first advise the referee that an interchange is going to take place. No time off.
- 4.13.8. If the bleeding player has been interchanged, he/she may only return to the field as a normal interchange player.

#### 4.14. RETIREMENT OF A JERSEY

- 4.14.1. A retirement of a jersey is compulsory if the jersey has blood on it. No player is allowed to have a jersey that has blood stains on it. Another jersey number needs to be given and the manager from the team needs to advise the manager of the opposing team and then the admin tent.
- 4.14.2. The blood jersey then needs to stay in the dugout visible to the ref as they need to be aware that it is not being used again. In any case where a player's person, clothing or equipment has been contaminated by blood, whether through a wound or through contact with a wounded player, the referee shall direct the team trainer to enter the field of play to attend to that player by taking immediate steps to ensure that the player is free of any blood contamination before that player shall be permitted by the referee to re-join play. Until those steps have been taken, the player shall, at the minimum, drop out behind play.
- 4.14.3. Until those steps have been taken, the player shall, at the minimum, drop out behind play.

#### 4.15. MANAGEMENT OF CONCUSSION/HEAD INJURY ASSESSMENT (HIA)

- 4.15.1. If a player sustains a head injury, the trainer and the medical staff immediately bring the player from the field. Upon leaving the field, the player must report immediately to the medical area located in the middle of the four fields. The Sports Medic assessment and decision for the player not to return to play is final.
- 4.15.2. All head injury incidences, including injuries preventing a player from returning to the field of play, must be reported to the Ground manager and that a copy of the sport medics assessment report is submitted to QMSI officials.
- 4.15.3. A sports doctor has not been used in past QMSI events. However, QMSI have ensured 2 level 2 sport trainers are present to assist team sport trainers learn to manage players that have received injuries such as head type injuries and concussion. Our current rules highlight the incidence of an HIA, however, a mandatory process follows.
- 4.15.3.1. In the first instance our decision to elevate incidences of HIA to a priority understood by all. Meaning:
- 4.15.3.2. Duty of care – nations ensure that any player that has suffered a recent concussion must present a medical clearance before participating in QMSI.
- 4.15.3.3. Any sport trainer, or anyone else without the correct medical accreditation, cannot decide if a player can return to the field of play after receiving a head injury and is showing any symptoms that suggest concussion.

NRL guidelines for reference: [Community Rugby League Policy and Guidelines for the management of concussions](#)

4.15.4. The recommendation by the qualified sport medic for any player to seek medical clearance after receiving a head injury is final.

4.15.5. and that all players suspected with concussion must understand and accept the decision of seeking professional medical advice and present a medical clearance before returning to play.

4.15.6. All players must present a medical clearance to the QMSI leadership group before the decision is made permitting return to play.

#### 4.16. **MEDICAL FACILITIES, EQUIPMENT & PROCEDURES**

4.16.1. QMSI will provide a Medical Tent and Medical area.

4.16.2. There will be two trained sports medics at this area. The medical tent will be in the middle of the four fields.

#### 4.17. **AMBULANCES**

4.17.1. If a player is unable to be moved from the field due to an injury and requires the attention of an ambulance the match will be called-off.

4.17.2. Ambulances will enter the field area via the ambulance entry points, located at the front and rear of the Bill Norris club rooms.

#### 4.18. **CANCELLATION, POSTPONEMENT, ABANDONMENT**

4.18.1. Matches may only be cancelled, delayed, postponed or abandoned by the QMSI Tournament Committee.

4.18.2. After the commencement of a match, a referee may suspend play if, in his/her view, continuation of play would place the safety of Players and/or the Match Officials at risk.

4.18.3. The QMSI Committee may make any rulings or take any further action that it, at its sole discretion, deems appropriate, whether such action includes directing the resumption of the match or the replaying of the match or otherwise.

#### 4.19. **EXTRAORDINARY WEATHER CONDITIONS**

The following represent special provisions for extraordinary weather conditions:

4.19.1. QMSI Tournament Committee will be responsible for ensuring that the Bill Norris Oval has adequate equipment on hand to handle wet, icy or very hot/humid conditions.

4.19.2. QMSI Tournament Committee will be responsible for having enough paint or dye available for line markings in a colour to contrast as sharply as possible with the field.

4.19.3. The Match Referee, QRL officials, and QMSI Tournament committee will jointly be responsible for all corrective procedures used in abnormal conditions.

Note: No team has the right to postpone, cancel or transfer a Match. The QMSI Tournament Committee itself is the only body which can make the decision and subsequent announcement.

4.19.4. If any team or venue operator has reservations about the conduct of a Match, the QMSI Tournament committee will inspect the facility.

MATCH FOOTBALLS provided by the Tournament OFFICIALS.

#### 4.20. **PLAYER EQUIPMENT**

4.20.1. A Player must not wear any item that might prove dangerous to other players.

4.20.2. If in doubt a player is required to have any such item approved by the referee prior to the commencement of the match. This includes all forms of jewellery.

4.20.3. A Player's normal gear shall consist of a jersey of distinctive colour and/or pattern (numbered), a pair of shorts, socks of distinctive colour and/or pattern and studded footwear.

4.20.4. Protective equipment may be worn provided it contains nothing of a rigid nature. Notes: Protective clothing above refers to shoulder pads, arm bands, rib covering, head gear, hip pads etc., and the key phrase is "of a rigid nature".

4.20.5. The referee will make a final decision in areas of doubt relating to what is "rigid".

#### 4.21. **DANGEROUS EQUIPMENT.**

4.21.1. The referee may order a player to remove any item or any part of her equipment which might be considered dangerous and shall not allow the player to take any further part in the match until the item or equipment is removed. Such a player must retire from the playing field to remove the offending item if the start or re-start of the match would otherwise be delayed.

4.21.2. The referee or touch judge conduct check all equipment prior to the commencement of each QMSI match.

#### 4.22. **COMMUNICATION WITH REFERREES AND OFFICIALS**

Summary these rules are in place to maintain respect for match officials and ensure a fair and respectful game.

4.22.1. Only the team captain is permitted to communicate with the referee during the match, this communication must be conducted respectfully.

4.22.2. Coaching staff, duty officials and supporters are strictly prohibited from speaking directly to referees or touch judges during the match.

4.22.3. Breaches of this rule will result in on field penalty being awarded to the opposing team.

4.22.4. Continued breaches of this rule after penalties have been issued will result in the match being called off with the opposing team awarded the win.