



SUBARU

Trivett Subaru  
Sydney

OFFICIAL SPONSOR OF THE  
PARRAMATTA JUNIOR RUGBY LEAGUE



PARRAMATTA JUNIOR RUGBY LEAGUE

# MODIFIED RUGBY LEAGUE

THE FUTURE OF THE RISING WEST

# MANAGERS HANDBOOK



PARRA  
LEAGUES

## TABLE OF CONTENTS

WELCOME! .....	3
YOUR ROLE.....	3
NRL CODE OF CONDUCT .....	4
PRIOR TO MATCH DAY .....	6
GAME DAY .....	7
SCORE SHEETS.....	8
UNDER 6 – UNDER 7 .....	8
UNDER 8 – UNDER 12 .....	11
CONFERENCE COMPETITIONS (UNDER 12 GIRLS, UNDER 13 – OPENS).....	14
MYSIDELINE MANAGER.....	17
WHAT IS MYSIDELINE MANAGER? .....	17
SUBMITTING YOUR TEAM LIST .....	18
REPORTING INJURIES & INJURY CASES .....	19
PLAYER ID CARDS .....	20
SCORING THE GAME – WHO DOES WHAT? .....	21
SCORING THE GAME – ONLINE .....	21
A SCORING EVENT OCCURS (TRY, GOAL, FIELD GOAL).....	21
RECORDING AN INTERCHANGE .....	22
UNDER 6 TO UNDER 12 SUMMARY SHEET .....	24
UNDER 13 AND OLDER SUMMARY SHEET .....	25



# WELCOME!

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

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

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

## YOUR ROLE

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

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

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

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

## NRL CODE OF CONDUCT

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

*FIGURE 1: EXTRACT FROM NRL CODE OF CONDUCT*

4
National Code of Conduct

## Code of Conduct – Player

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

## Code of Conduct – Team and Club Officials

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

## Code of Conduct – Parent / Spectator

- › Condemn all violent or illegal acts, whether they are by players, coaches, officials, parents or spectators.
- › Respect the Referee's decisions – don't complain or argue about decisions during or after a game.
- › Behave! Unsportsmanlike language, harassment or aggressive behaviour will not be tolerated.
- › Encourage players to play by the rules and to respect opposition players and officials.
- › Never ridicule or scorn a player for making a mistake – respect their efforts.
- › Understand that sport is part of a total life experience, and the benefits of involvement go far beyond the final score of a game.
- › Participate in positive cheering that encourages the players in the team you are supporting; do not engage in any cheering that taunts or intimidates opponents, their fans or officials.
- › Remember that all participants are involved in the game of Rugby League for their own enjoyment, not yours!
- › At all times, follow the directions of the Ground Manager and/or other duty officials.
- › Never arrive at a Junior League game under the influence of alcohol, never bring alcohol to a Junior League game and only drink alcohol, if it is available, in a responsible manner in the designated licensed area.



FIGURE 2: EXTRACT FROM NRL CODE OF CONDUCT

## PRIOR TO MATCH DAY

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

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



## GAME DAY

Its game day – and your role is extremely important.

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



**SUBARU**

**Subaru Parramatta**

**OFFICIAL SPONSOR OF PARRAMATTA JUNIOR RUGBY LEAGUE**

# SCORE SHEETS

## UNDER 6 – UNDER 7



### Mini (Under 6-7) Single Team Sheet Team: BH Brumbies U7

Competition     Sunday Under 7  
Match             Vs Winston Hills Hawks  
Venue             John Curtin Reserve  
Date               20/04/2024  
Time               09:30

Coach             \_\_\_\_\_  
Manager          \_\_\_\_\_  
Trainer 1        \_\_\_\_\_  
Trainer 2        \_\_\_\_\_  
Trainer 3        \_\_\_\_\_  
Chief  
(CMO)            \_\_\_\_\_  
Assistant  
(AMO)            \_\_\_\_\_

No	ID No	Player's Name	Period 1	Period 2	Period 3	Period 4	Replaced by Referee
	6144237	Regan CAMPBELL					
	6170889	Nathan CUTLASS					
	6218877	Mikael SILO					
	6218662	Mitchell NOSES					
	6231818	Clinton GARRISON					
	6234955	Joshua HANDS					
	6257545	Matthew DOVER					
	6298322	Xavier RUDD					

Sign Off	Name	Signature
Match Official/Referee		
Ground Manager		
First Aid / Level 1 Sports Trainer		

FIGURE 3: THE UNDER 6 & 7 OFFICIAL RESULT SHEET (BLANK)



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

It is preferred you also select the Coaching staff for game day (which will also pre-populate – *this is not demonstrated in the above sheet*)


The Players jersey numbers can be submitted on game day (if you have not selected them prior to game day on Mysideline Manager)

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

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

The Coaching staff should sign on next to their names

As per below, if you select Players who do not participate in the game, please cross them out neatly.



**Mini (Under 6-7) Single Team Sheet**  
**Team: BH Brumbies U7**

Coach John Smith

Manager Mel Snow

Trainer 1 Phil John

Trainer 2 \_\_\_\_\_

Trainer 3 \_\_\_\_\_

Chief \_\_\_\_\_

(CMO) \_\_\_\_\_

Assistant \_\_\_\_\_

(AMO) \_\_\_\_\_

Competition	Sunday Under 7
Match	Vs Winston Hills Hawks
Venue	John Curtin Reserve
Date	20/04/2024
Time	09:30

No	ID No	Player's Name	Period 1	Period 2	Period 3	Period 4	Replaced by Referee
1	6144237	Regan CAMPBELL					
2	6170889	Nathan CUTLASS					
3	6218877	Mikael SILO					
	<del>6218662</del>	<del>Mitchell NOSES</del>					
	<del>6231818</del>	<del>Clinton GARRISON</del>					
4	6234955	Joshua HANDS					
5	6257545	Matthew DOVER					
	<del>6298322</del>	<del>Xavier RUDD</del>					

**THE GROUND MANAGER & LEVEL 1 SPORTS TRAINER/LEAGUE FIRST AID ARE TO SIGN THE BOTTOM OF EACH SHEET AS PER BELOW PRIOR TO GAME KICK OFF.**

Sign Off	Name	Signature
Match Official/Referee		
Ground Manager	<u>David Johnson</u>	<u>[Signature]</u>
First Aid / Level 1 Sports Trainer	<u>Megan Davies</u>	<u>[Signature]</u>

## WHAT DO ALL THE COLUMNS MEAN?

- **Period 1 – Period 4** – mark each column with an asterisk (\*) to identify the Players who started the respective period on the field.
- **Replaced by Referee** - not likely to be used in Under 6/7s, however, if a Player is removed by the “referee” for continued dangerous/safe play violations – the Player(s) are to be identified by marking this column.

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

- This is quite simply, because in these age groups, we do not track scores – and it is strongly discouraged for Coaches, Managers & Players to track them. **This age is about kids having fun & participating.**



**THERE IS NO SCORING  
IN UNDER 6S OR 7S!**

**FUN, FUNDAMENTALS  
& PARTICIPATION**

# UNDER 8 – UNDER 12



## U8-12s Single Team Sheet

Team: Home U9 (I)

Competition	Under 9 Division I	Coach	Ned NUGENT
Match	Round 8, Vs Opponent U9	Manager	Margaret JONES
Venue	Mt Pritchard Community S.G	LeagueSafe	Bailey TRENT
Date	24/06/23	LeagueSafe	Gary TUNKS
Time	10:40		

No	ID No	Player's Name	Period 1	Period 2	Period 3	Period 4	Tries	Goals	Replaced by Referee
1	4565452	Luke DONALDSON							
2	2454548	Fred JACKSON							
3	7548421	Jimmy POULSON							
4	4842445	Olsen FILIPAINA							
5	7842451	Jonah AZZOPARDI							
6	5643121	Patrick MOSES							
7	6665312	Michael BRADSON							
8	3526261	Maxwell WEBB							
9	7778484	Warren READ							
10	9481527	Eli MANNERING							
11	4545721	Adam PRICE							
12	5584512	Wesley ROGERS							
13	5454812	Roger ADAMS							
14	1124348	Philip TATUM							
15	2234541	Blake TOSWELL							
Tally							3	2	

Use the Period Column and mark with FR (First Receiver) or DH (Dummy Half) for the player wearing the vest in that period. Note: Period 3-4 are only applicable to U8s & U9s

Final Score	Dismissals & Incidents (Inc. No, name & details)
Home U9 (I)	
Opponent U9	

Sign Off	Name	Signature
Match Official/Referee		
Ground Manager		
Other Official/Opposition Team		

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

It is preferred you also select the Coaching staff for game day (which will also pre-populate – *this is not demonstrated in the above sheet*).


The Players jersey numbers can be submitted on gameday (if you have not entered them on Mysideline Manager).

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

**REMEMBER: only two (2) Trainers are allowed to participate on game day for Under 9 - 12 Games**

The Coaching staff should sign on next to their names.





As per below, if you select Players who do not participate in the game, please cross them out neatly.



### U8-12s Single Team Sheet

Team: Home U9 (1)




  

Competition	Under 9 Division 1	Coach Manager	Ned NUGENT 
Match	Round 8, Vs Opponent U9	LeagueSafe	Margaret JONES 
Venue	Mt Pritchard Community S.G	LeagueSafe	Bailey TRENT 
Date	24/06/23	LeagueSafe	Gary TUNKS 
Time	10:40		

No	ID No	Player's Name	Period 1	Period 2	Period 3	Period 4	Tries	Goals	Replaced by Referee
<del>1</del>	<del>4565452</del>	<del>Luke DONALDSON</del>							
2	2454548	Fred JACKSON							
3	7548421	Jimmy POULSON							
4	4842445	Olsen FILIPAINA							
5	7842451	Jonah AZZOPARDI							
6	5643121	Patrick MOSES							
7	6665312	Michael BRADSON							
<del>8</del>	<del>5526761</del>	<del>Maxwell WEBB</del>							
9	7778484	Warren READ							
10	9481527	Eli MANNERING							
11	4545721	Adam PRICE							
12	5584512	Wesley ROGERS							
13	5454812	Roger ADAMS							
14	1124348	Philip TATUM							
15	2234541	Blake TOSWELL							

The Ground Manager & level 1 sports Trainer/league first aid are to sign the bottom of each sheet as per below prior to game kick off. Referee to sign at the end of the game.


















Sign Off	Name	Signature
Match Official/Referee	Cameron Cross	
Ground Manager	Paul Burrows	
Other Official/Opposition Team	Martha Matthews	

## WHAT DO ALL THE COLUMNS MEAN?

- **Period 1 – Period 4** – mark each column with an asterisk (\*) to identify the Players who started the respective Period on the field. **Note Periods 3 & 4 only relate to Under 8 & 9 games, Under 10, 11 and 12 games use Period 1 and 2 only.**
- Also mark the respective Period for the First Receiver with **FR** & Dummy Half with **DH**
- **Tries & Goals** – use a tally mark to identify when a Player scores a try or goal
- **REMEMBER** no one is to have a second attempt at goal until everyone in the Team has had an attempt.
- **Replaced by Referee** – if a Player is removed by the “referee” for continued dangerous/safe play violations – the Player(s) are to be identified by marking this column.
- Whilst Under 9s – 12s transition to non-competition formats, it is still important that we continue to maintain records for the purposes of grading as they get older.





No	ID No	Player's Name	Player Points	Signature	Try
1		First Player			
2		Second Player			
3		Third Player			
4		Fourth Player			
5		Fifth Player			
6		Sixth Player			
7		Seventh Player			
8		Eighth Player	4		1
9		Ninth Player	4		1
10		Tenth Player	2		
11		Eleventh Player			
12		Twelfth Player			
13		Thirteenth Player			
14		Fourteenth Player			
15		Fifteenth Player			
16		Sixteenth Player			
17		Seventeenth Player			
18		Eighteenth Player			
19		Nineteenth Player			
20		Twentieth Player			
Tally			0		

Each Team will complete their own Team sheet.

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

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

**ORANGE (Players Name):** Players full name will be pre-populated here. If absent please fill in.

**DARK BLUE (Player Points):** DOES NOT APPLY TO OUR COMPETITION

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

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

# WHAT DO ALL THE COLUMNS MEAN?

**International Single Team Sheet - Opposition Summary Scores Inc**

**Team:**

<b>Competition</b> 2021 CENTRAL MACARTHUR WESTERN OPEN AGE GOLD	<b>Coach</b> Coach Name
<b>Match</b> Round 8, Vs St Johns Eagles Open Gold	<b>Manager</b> Manager Name
<b>Venue</b> Crestwood Reserve	<b>Trainer 1</b> Trainer 1 Name
<b>Date</b> 27/06/21	<b>Trainer 2</b> Trainer 2 Name
<b>Time</b> 13:20	<b>Trainer 3</b> Trainer 3 Name

No	ID No	Player's Name	Player Points	Signature	Tries	Goals	Field Goals	Opposition Team			
								No	Tries	Goals	Field Goals
1		First Player						1			
2		Second Player						2			
3		Third Player									
4		Fourth Player									
5		Fifth Player									
6		Sixth Player									
7		Seventh Player									
8		Eighth Player	4								
9		Ninth Player	4								
10		Tenth Player	2								
11		Eleventh Player									
12		Twelfth Player									
13		Thirteenth Player									
14		Fourteenth Player									
15		Fifteenth Player									
16		Sixteenth Player									
17		Seventeenth Player									
18		Eighteenth Player									
19		Nineteenth Player									
20		Twentieth Player									
Tally			0								

Interchange On	14	15	16	17							#6	#6
Interchange Off	1	2	3	4							#6	

Final Score		Dismissals & Incidents (Inc. No, name & details)	
Team One	10	#1 Sin Bin – Team Two	
Team Two	12	#6 HIA Sixth Player – Team Two	

Sign Off	Name	Signature
Match Official/Referee	Match Official Name	
Ground Manager	Ground Manager Name	
Other Official/Opposition Team	Official Opposition	
	Sports Trainer Name	

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

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

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

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

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

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

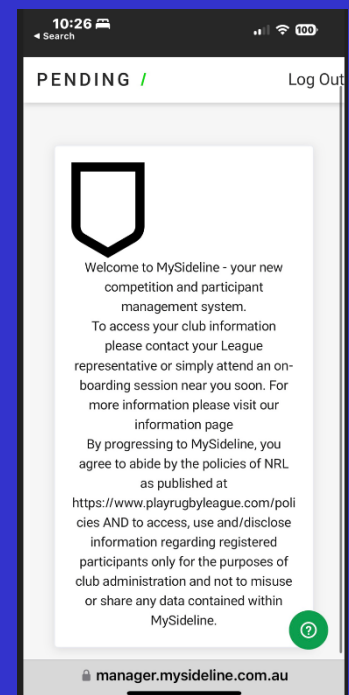
**Red:** This is where Officials sign off on game – referee, Ground Manager, opposition Manager & please also write sports Trainer & have them sign (this won't always appear at



# MYSIDELINE MANAGER

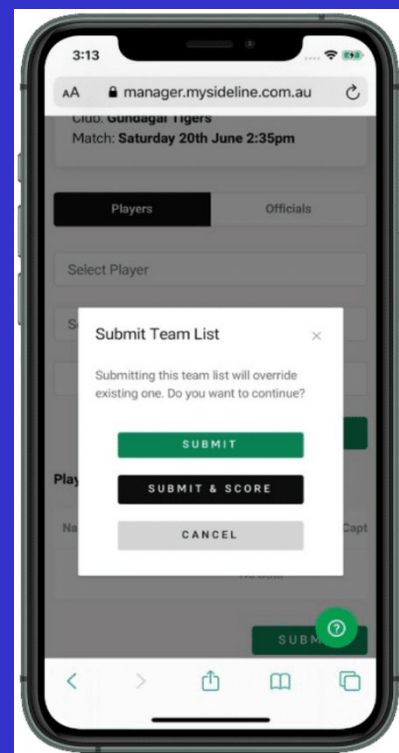
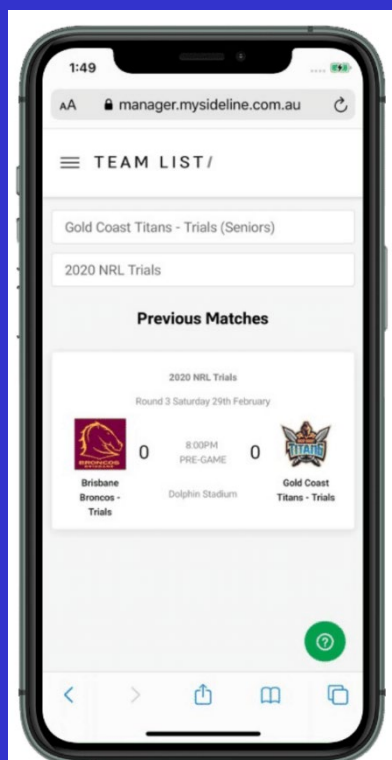
## WHAT IS MYSIDELINE MANAGER?

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



## SUBMITTING YOUR TEAM LIST

- All Teams are **REQUIRED** to submit a Team list via Mysideline Manager – this will assist in recording Players who participate in each game. It will also enable you to effectively confirm Player IDs with opposition Managers and Officials.
- In order to input your Team list for each round;
  - Select the match your submitting the Team for – the next game will be listed first (*see below left*)
  - A default list will be generated based on the Team selection form the previous game. **Please make sure each match is updated with all Players coming in and out of the Team.**
  - For all 13+ games, Players should be listed in their actual position – i.e. fullback, halfback, bench etc.
  - List all jersey numbers.
  - Select **Submit** when completed, this will save & update the Team list, and will update your Player ID cards.
  - Injured/Concussion Protocol – Players will not be available for selection until cleared
  - REMINDER: this process is to be completed by **9pm THURSDAY NIGHT BEFORE THE GAME.**
  - Once submitted you will be given 2 options (*see below right*);
  - **Submit** – will allow you to remain on the current screen to either view the Digital ID cards or make any further changes – THIS IS THE OPTION YOU WILL CHOOSE WHEN SUBMITTING YOUR TEAM ON THURSDAY NIGHT
  - **Submit & Score** – this is the option you will choose on game day – having made any required change. This will take you to Match Management for Scoring etc.



# REPORTING INJURIES & INJURY CASES

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

## INJURY REPORT /

**Location**      **Details**      **Complete**      **Share**

Where did the injury occur? ▼

Select competition ▼

Select round ▼

Select match ▼

Select team ▼

Enter venue name 🔍

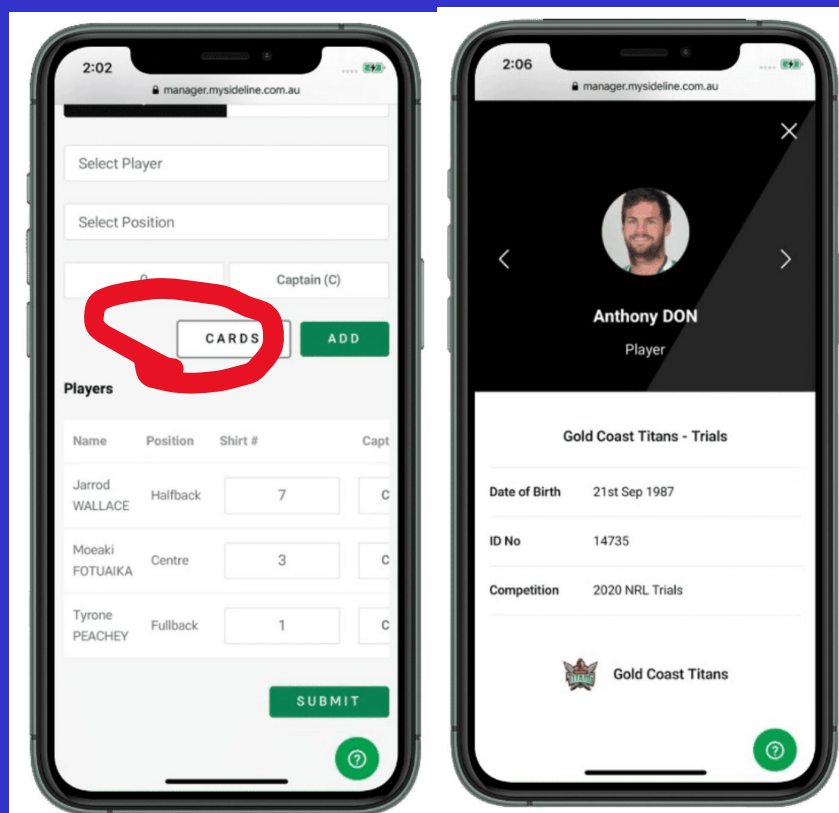
Venue address

## Casualty Ward

Player	Injury	Expected Return
Bryce Cartwright	Rib Cartilage	Round 7-8
Matt Doorey	Facial Fracture	Round 9
Haze Dunster	Lisfranc	Round 17
Toni Mataele	Hamstring	Round 8-10
Mitchell Moses	Foot Fracture	Round 12

## PLAYER ID CARDS

- Teams are responsible for checking the eligibility of Players for each Team, utilising the Player ID Cards on Mysideline Manager.
- **This process is to be undertaken up to 30 minutes prior to kick off**
- Players available to play will have their cards made available once the squad has been selected by the Manager.
- Ensure your Team has been submitted.
- Select the Cards button.
- Swipe right to run through the ID cards for all Players participating in the game
- If a Player is playing up to assist, the Player/Parent will be able to access the Players ID card by logging into their profile via [www.playrugbyleague.com](http://www.playrugbyleague.com)



**PLEASE CHECK WITH YOUR CLUB SECRETARY THAT ANY PLAYERS PLAYING UP ARE ELIGIBLE TO PLAY**



## SCORING THE GAME – WHO DOES WHAT?

- Home Team Manager is to score utilising the My Sideline Manager site (online live scoring).
- Away Team Manager is to score on both sets of score- sheets (paper copy – as per the score sheet pages).
- Final result online is not to be submitted until both Managers have confirmed & agreed that their scores are aligned.
- Both Managers agree to the scores by signing the oppositions score sheet.

## SCORING THE GAME – ONLINE

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

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

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



## RECORDING AN INTERCHANGE

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



Although rare, as a Team Manager, you may need to help with a serious incident at your ground.

It is important to ensure your Team works with the Ground Manager and follows their instructions.

The Ground Manager has been trained and instructed to undertake the following:

- If a person needs medical attention, that the qualified people attending to the injured person are providing the relevant first aid. Ensure they are removed from any danger & stop the game if required.
- Move people away from the incident & return Teams to dressing sheds (if applicable) if required & safe to do so.
- As Ground Manager, if an ambulance is required, call 000. Ensure the venue is accessible and not obstructed by vehicles & crowd.
- As Ground Manager, oversee the incident, reassure people & parents, if Police are required, call 000 for emergencies or 131 444 for non-emergencies.
- Remember, the safety of all participants is paramount, so ensure Teams, match Officials & everyone is safe.
- If the incident is serious in nature, immediately inform the PJRL Administrator.
- Be vigilant in monitoring who has witnessed the event, as you may need reports from those who witnessed it.
- If there are offenders involved, the Ground Manager will need to try & identify these people, or speak to witnesses to ascertain their identity.
- Ensure everyone co-operates with emergency services Teams.
- If possible, obtain video / photo evidence, and complete all reports for PJRL & NSWRL as soon as possible.

## NEED FURTHER INFO?



**NRL ON FIELD POLICY**



**NRL NATIONAL  
CODE OF CONDUCT**



**NSWRL COMMUNITY  
POLICIES & PROCEDURES**



**NSWRL CODE OF CONDUCT  
INCIDENT REPORT FORM**



**NRL POLICIES**



**NSWRL POLICIES**



**PJRL CONSTITUTION & POLICIES**

**PARRAMATTA JUNIOR LEAGUE - A SUMMARY OF MAJOR ASPECTS OF PLAY 2024**

AGE GROUP	6	7	8	9	10	11/Opens	12	12 Girls	10/12 Tag
NUMBER OF PLAYERS ON FIELD	6	6	8	8	11	11	13	11	8
MINIMUM NUMBER PLAYERS ON FIELD	4	4	6	6	8	8	11	9	6
MAXIMUM NUMBER OF PLAYERS TEAM	10	10	15	15	18	18	22	20	15
MAXIMUM TRAINERS PER TEAM	2	2	2	2	2	2	2	2	2
MATCH DURATION	4 x 8 min	4 x 8 min	4 x 8 min	4 x 8 min	2 x 20 min	2 x 20 min	2 x 20 min	2 x 20 min	2 x 20 min
MINIMUM PLAYING TIME (UNBROKEN)	2 quarters	2 quarters	2 quarters	2 quarters	1 half	1 half	1 half	1 half	1 half
HALF TIME	3 min	3 min	3 min	3 min	4 min	4 min	4 min	10 min (whistle to whistle)	10 min (whistle to whistle)
FIELD SIZE	40 x 20 m	40 x 20 m	68 x 30 m	68 x 30 m	80 x 48m	80 x 48m	100 x 68m	80 x 48m	80 x 48 m
BALL SIZE	Mini Ball - Size 3				Mod Ball - Size 4				
MARKERS	No marker	No marker	No marker	1 marker	1 marker	1 marker	1 marker	1 marker	1 marker
DEFENSIVE LINE	Defenders stand back 5m from the U6's to U14's at U15's they stand back 10m								
RESULT FROM A KNOCK ON OR FORWARD PASS	Chance rule			Handover (unless an advantage is gained) to the non offending team					
NUMBER OF TACKLES	Tag	6	6	6	6	6	6	6	6
ZERO TACKLE	N/A	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.							
MINIMUM PASSES REQUIRED BEFORE PLAYER IS TACKLED OR SCORES, FOR TEAM TO AVOID TURNOVER OF POSSESSION	1 pass (minimum)		2 passes (minimum) - Except if the player wearing vest runs with the ball from their nominated position, and is tackled without passing.						
First Receiver & Dummy Half Vests	N/A		First Receiver (FR)	First Receiver (FR), Dummy Half (DH)					
ROTATION OF VEST(S)	N/A		Minimum at quarter time.		Minimum at half time.			N/A	
START OF PERIOD	Kick off from halfway								
DISTANCE BALL MUST TRAVEL AT START TO BEGIN PERIODS FROM ½ WAY.	5 metres								
RESTART OF PLAY	Tap kick from 5m line to non-scoring team		Tap kick from halfway to non-scoring team						
KICKING	No kicking in general play			Kicking in general play (NO bomb kicks)					
Mercy Rule	Once a team reaches 60+ points above the oppositions score								

**National Safeplay Code 6-15 yrs**

**A SUMMARY OF KEY ASPECTS OF THE CODE:**

- ✗ Tackles above the armpits are not permitted
- ✗ Shoulder charges are not permitted
- ✗ Aggressive palms are not permitted
- ✗ Slinging / swinging is not permitted

**A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.**

- ✗ Dangerous flops are not permitted
- ✗ Verbal abuse / foul language is not permitted
- ✗ No pushing in scrums (13-15 years)
- ✗ Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)





### JUNIOR LEAGUE SUMMARY OF MAJOR ASPECTS OF PLAY 2024

AGE GROUP	13 & 14 Male	14 Female Gold	14 Female Silver	15 Male	16 Male	16 Female	17 Male	18 Female	19 & 21 Male	Open Womens	Open Men's Bronze	Open Men's Gold & Silver	14-35 Tag
NUMBER OF PLAYERS ON FIELD	13	13	11	13	13	13	13	13	13	13	13	13	11
MINIMUM NUMBER PLAYERS ON FIELD	9	9	9	9	9	9	9	9	9	9	9	9	8
MAX NUMBER OF PLAYERS TEAM GAME	20	20	20	20	20	20	20	20	20	20	20	20	20
TOTAL SQUAD NUMBERS	22	22	20	25	25	25	25	25	28	Unlimited	Unlimited	Unlimited	20
MAXIMUM TRAINERS PER TEAM	3	3	3	3	3	3	3	3	3	3	3	3	3
MATCH DURATION	2 x 25 min	2 x 25 min	2 x 25 min	2 x 25 min	2 x 30 min	2 x 25 min	2 x 30 min	2 x 25 min	2 x 30 min	2 x 30 min	2 x 30 min	2 x 35 min	2 x 25 min
INTERCHANGE Male	Male Gold/Division 1 and Open Mens Silver Competitions - Limited to 10 Interchange (Max 2 at once)					All other Male Competitions- Unlimited Interchange (Max 2 at once)				All Tag competitions are unlimited interchanges per match (Max 2 at once)			
INTERCHANGE Female	Unlimited Interchange for all Female Tackle Competitions							All Tag competitions are unlimited interchanges per match					
HALF TIME Whistle to Whistle	10 min												
FIELD SIZE	100 x 68m												
BALL SIZE	International Ball - Size 5												
MARKERS	2 Markers												
DEFENSIVE LINE	Defenders stand back 5m for U13 & U14's			U15's to Open's they stand back 10m									
RESULT FROM A KNOCK ON OR FORWARD PASS	Handover (unless an advantage is gained) to the non offending team												
NUMBER OF TACKLES	Six (6)												
ZERO TACKLE	A zero tackle will be signalled when the non-offending team gains possession of the ball from a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle.												
START OF PERIOD	Kick off from halfway												
Mercy Rule	Once a team reaches 60+ points above the oppositions score												

#### National Safeslay Code 6-15 yrs

#### A SUMMARY OF KEY ASPECTS OF THE CODE:

- ✗ Tackles above the armpits are not permitted
- ✗ Shoulder charges are not permitted
- ✗ Aggressive palms are not permitted
- ✗ Slings / swinging is not permitted

#### A PENALTY WILL BE AWARDED FOLLOWING A BREACH OF THIS CODE.

- ✗ Dangerous flops are not permitted
- ✗ Verbal abuse / foul language is not permitted
- ✗ No pushing in scrums (13-15 years)
- ✗ Dangerous tackles are not permitted (trips, lifting, pushing, ankle taps)





**PARRA**  
LEAGUES



**SUBARU**

---

Subaru Parramatta

OFFICIAL SPONSOR OF PARRAMATTA JUNIOR RUGBY LEAGUE