



Harmony Cup I

Competition Handbook

Friday 20th & Saturday 21st of October 2023

Venue: Seabrook Reserve

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Executive Summary

“Bringing OUR Communities Together” – Celebrating Culture & Diversity through Rugby League

The 2023 October NRL VIC Harmony Cup Rugby League Carnival is a nine-a-side competition that will provide participants the opportunity to represent their Country of Origin as well as to meet and connect with new people from a variety of cultural backgrounds.

Competition Dates

The competition will be open to Country of Origin Teams AND select Regional teams.

- **Nominations Open:** Friday 2nd of June
- **Nomination & Payment Deadline:** 7th of July
- **Competition Commences & Concludes:** Friday 20th & Saturday 21st of October 2023

Spirit of Harmony Award Voting

As voted by all communities after each game, this is awarded to the community which best exemplifies the spirit of the event every year and is the most coveted prize awarded.

The community who wins this award, will receive a 50% discount on the next event’s team fees.

How voting works

Community Votes

- **Coaches and Volunteers** – friendliness and willingness to work together (possible 5 points)
- **Players** – played within the spirit of the game, showed sportsmanship (possible 5 points)
- **Spectators** – encouraging and supportive (possible 5 points)

These scores must be submitted following each match at this link:

<https://forms.office.com/r/kDPqBRH5g9>

Referee Votes

- Referee provides a rating to each community based on their on and off field behaviour and conduct (possible 5 points)

Referees are required to submit following each match at this link:

<https://forms.office.com/r/WKKWK55175>

These two scores will be added together to give a total score out of 20.

Negative points

Teams will lose points for the following offences:

- Sin Bins: -5 points
- Dismissals: -10 points
- Tough Love Offences (such as referee abuse): score for match to 0

If any team from any community is removed from the competition due to team-based penalty, that community will not be eligible to win this award.

How scores are weighted:

- All scores tallied together (for each community)
- Average of scores for each given round
- For every team entered (after the first team) a 2% loading will be awarded

COMPETITION BY-LAWS

These By-Laws are to be read in conjunction with the NRL VICTORIA 2023 Rules and Regulations.

1.0 Team and Player Eligibility

1.1 Player Eligibility

1.1.1 Each player is to identify with and have connection to their Country of Origin. In the event where a player has more than one connection, the player is advised to select a Country of Origin which they feel and best encompass their passion, emotional, spiritual and cultural identity. Player must be eligible by age. All Players must be registered on MySideline.

1.1.2 If a player was not registered as a “Player Tackle” during the 2023 NRL VIC Competition season, they will need to pay the prescribed individual insurance fee prior to being approved to participate.

1.2 Team Eligibility

1.2.1 Each team can nominate a squad of 20 players prior to the beginning of the Harmony Cup

1.2.2 In any given match, a total of 16 players can take part in any given match.

1.2.3 Where a team is required to change their squad of 20 players for any reason, this cannot be done without the prior approval of NRL VIC

1.2.4 Each Team must meet all NRL VIC On-Field Requirements, ensuring all personnel are fully registered and accredited (including holding a valid Victorian Working with Children Check).

1.2.5 Players must play in the same numbered jersey throughout the competition.

1.3 Compliance

1.3.1 Failure to comply with any of the above will result in teams being in breach of the NRL VIC Code of Conduct and removed from the competition.

2.0 Competition Draw

2.1 The competition will be played over a two-day period from Friday 20th and Saturday 21st of October.

2.2 Point Allocation:

Win	3
Loss	1
Draw	2

2.3 If a draw is the result of a competition match there will be no extra time given.

2.4 Should a match be forfeited for any reason, the team receiving the forfeit will receive points assigned for a Win in 2.2, with the margin adjusted to 20-0.

2.5 After competition round matches, if two or more teams are equal in competition points, the Finals Series rankings will be determined per the following criteria:

2.5.1 Greater 'for & against', then if equal;

2.5.2 The result of any head-to-head clash during the competition, the winner of which would be positioned higher, then if equal;

2.5.3 The first try scorer in their respective head to head clash during the competition, would be positioned higher.

2.5.4 If all the above are equal, most tries scored will be used.

2.5.5 And as a final provision, if all the above is equal, a coin toss will determine who finishes ahead in the standings.

3.0 Match Duration

3.1 Each match will be of twenty (20) minutes duration and will be comprised of two (2) halves of nine (9) minutes. There will be a half-time of no longer than two (2) minutes.

3.2 Each match will be allocated 30 minute time slots to allow time for cultural/pre-game exchanges, as outlined in 4.

4.0 Cultural Exchange/Pre-Game Exchange

4.1 Teams will be permitted to do a cultural exchange before every game if they so choose.

4.2 Games will run to schedule. Teams are expected to be on the field well before the hooters sound. If cultural exchanges go into that time, it will not be added back into the game.

4.3 If playing a team without an exchange and the timer goes, the team who is not performing has the right to kick off when the referee blows his whistle to start the game.

4.4 Referees also have the right of discretion to blow a penalty in favour of the non-performing team if the cultural exchange goes into this time.

4.5 Other teams, officials and members of the public will not participate in the on-field cultural exchanges with the team playing.

4.6 At no time will either team move past the 40-metre line while performing their cultural exchanges or accepting a cultural exchange.

5.0 Coaches

5.1 All coaches must hold valid NRL coaching accreditation.

6.0 Trainers

6.1 All trainers who take the field must hold current qualifications of the following minimum standard (One of each, not double-ups of yellow or blue):

6.1.1 Head trainer (orange shirt)	NRL Level 2 Sports Trainer
6.1.2 Medical assistant (blue shirt)	NRL Level 1 Sports Trainer
6.1.3 League Safe (yellow shirt)	NRL Level League Safe

7.0 Judiciary/Code of Conduct

7.1 The overall HARMONY CUP winner goes to highest ranked nation/community (votes to be completed by referees, coaches & administrators – see Spirit of Harmony Award Voting). As is the spirit of which the Harmony Cup is intended, a zero tolerance approach to any on or off field offences will be taken.

7.2 All NRL Victoria Policies regarding Judiciary, Code of Conduct and Tough Love will be followed, with the below amendments in place for the Harmony Cup:

7.3 Judiciary

7.3.1 Any offence, Tough Love or otherwise under our Judiciary Procedures and Penalties will be an automatic removal from participating for the remainder of the Harmony Cup for any offending individuals

7.3.2 If any offence is deemed as a Grade 3 offence, the player will be automatically removed from the Harmony Cup and be referred directly to judiciary (to be held following the event). Please note in these instances, any issued penalties may have implications into the NRL VIC Competition Season

7.4 Code of Conduct

7.4.1 All offences will, in most instances be referred to be dealt with post event and have potential implications to the NRL VIC Competition Season

7.4.2 If any Code of Conduct incident relates to our Tough Love Policy (referee abuse, for example) or is deemed as serious enough for immediate action by NRL VIC, NRL VIC will

remove the individuals/teams from participating in the remainder of the Harmony Cup and individuals/teams may have further ramifications depending on the severity of the breach

7.4.3 If a melee is deemed severe enough to abandon a match, or be the second melee from that team during the Harmony Cup, teams will be instantly removed from the remainder of the Harmony Cup and their involvement in the future scrutinised

7.5 NRL VIC will be solely responsible for any and all decisions relating to the above, of which will be final.

8.0 Dismissed Players

8.1 Temporarily Dismissed Players (Sin Bin)

8.1.1 Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.

8.1.2 A player who is temporarily suspended (sin binned) must immediately retire from the field of play to an area designated by the Ground Manager, until the period of temporary suspension has expired.

8.1.3 Time of suspension begins only when the referee restarts play

8.1.4 If more than one player is temporarily suspended in relation to the same incident, the three (3) minute periods commence at the same time and the players will return to the field together.

8.1.5 When the suspension expires, the player must report to the Touch Judge and enter the field of play from an onside position.

8.1.6 Temporary suspension does not include half-time; the three (3) minutes is the actual time the ball is in play.

8.2 Permanently Dismissed Players (Sent-Off)

8.2.1 A player who is permanently dismissed (sent off, not sin binned) must immediately retire from the Playing Area and change out of on field clothing.

8.2.2 After changing, the player must not re-enter the field of play under any circumstances.

9.0 Referees

9.1 Qualified referees will be appointed by the VRLRA in association with the NRL VIC.

9.2 NRL VIC will cover the costs of referees for the competition.

10.0 Match Administration

10.1 Match-day team list must be prepared and updated on MySideline 15 minutes prior to the scheduled match.

10.2 A team can nominate a maximum of sixteen (16) players to play in any match.

10.3 If there is a need to alter a player's name from the original team nominated list prepared prior to the team's first game, the player must be given a playing number not nominated and wear the corresponding number on the field of play.

10.4 In the event that communities are unable to fulfil these requirements they should liaise directly with the Ground Manager.

10.5 At the conclusion of every game, teams must confirm and submit scores on MySideline upon confirmation of final score. For any disputes, Match Table Officials must seek guidance and support from the Ground Manager/NRL VIC staff.

11.0 Ground Managers

11.1 Ground Managers will be appointed by NRL VIC.

11.2 Ground Managers are responsible for managing match day operations at each field.

11.3 If a Ground Manager has not arrived at the venue an hour before kick-off, contact NRL VIC Club Development & Competitions Coordinator - Angus Street- 0437 329 633.

12.0 Replacements

12.1 Unlimited interchange may take place during the course of a match using the seven (7) pre-named substitutes.

12.2 Players being replaced must cross the touch line before the new player enters the field of play as a replacement.

12.3 The player entering the field of play as a replacement must report to the Touch Judge and enter the field from an onside position.

12.4 A player who has been replaced may, later in the game, act as a replacement.

13.0 Uniform Requirements & Policy

13.1 Team Uniforms

13.1.1 Each Community is to submit their own designed match-day uniform to NRL Victoria prior to ordering through a supplier.

13.1.2 Once approved by NRL Victoria, the community is encouraged but not required to use ISC (NRL Victoria's chosen provider).

13.1.3 NRL Victoria reserve the right to enforce suppliers in future events pending commercial arrangements.

LAWS OF RUGBY LEAGUE NINES (9s)

NRL VIC Harmony Cup

1.0 Teams are permitted to nominate and have sixteen (16) players participate in any one game. A maximum of nine (9) players are permitted on field at any one time (accordingly maximum of seven (7) interchange players). A minimum of seven (7) players per team on field are required.

2.0 All games including preliminary rounds and Grand Final shall be of nine (9) minutes each way with a half-time break of two (2) minutes.

3.0 The International Laws of the Game will apply with the following exceptions:

3.1 Scrums will be formed by three players only. Scrums will only be formed in the event of a double knock on.

3.2 All kicks for goal shall be taken by way of a drop kick.

3.3 The re-start of play from the halfway line after points have been scored will be by a tap kick, by the non-scoring side, but there will not be any requirement for the ball to travel ten meters forward from that kick.

3.4 After a try has been scored, both teams and the referee will take up normal positions for the re-start of play. One touch judge will remain behind the goal posts to adjudicate on the kick for goal and play will be re-started immediately the Touch Judge has given his decision, (which shall be final), and the kicker has returned to an onside position which he must do without delay.

3.5 If an interchange is effected when a kick at goal has been taken, the interchanging player coming on to the field is not allowed to take the kick.

3.6 Periods of temporary suspension (Sin Bin) will be for three (3) minutes.

3.7 Any period of temporary suspension expires at the end of the game.

3.8 The 6 tackle law will be replaced by the 4 tackle law.

4.0 Unlimited Interchange. Up to seven players from among the nominated squad may be used on an unlimited interchange basis throughout the match.

5.0 Team lists must be validated prior to each match. Only players registered on MySideline will be permitted to participate.

6.0 In the event of a serious injury and the suspension of play preventing further play then the result of the game at the time of suspension of play shall stand.

7.0 A player dismissed from the field during the course of a match will not be eligible to play for the remainder of the competition.

8.0 In the event of a tie in a semi final, the team finishing higher following the group stages will progress to the grand final. In the event of a tie in a grand final, there will be a 2 minute break followed by golden point extra time, which will continue unbroken until a team scores to determine a winner.

9.0 Any disputes regarding the playing conditions of this competition or event not covered in these playing conditions, will be referred to NRL Victoria for final decision. This decision will be final and no correspondence will be entered into.

RESOURCES

NRL VIC Competition Rules & Regulations

<https://bit.ly/3PFn9qh>

NRL VIC Child Safe Policy

<https://bit.ly/3PKOebT>

NRL Management of Concussion Guidelines

<https://bit.ly/48APsyN>

NRL Onfield Policy

<https://bit.ly/3LNCmV0>

NRL VIC Tough Love Policy

<https://bit.ly/46Cz3Ik>

NRL VIC Code of Conduct Procedure

<https://bit.ly/3PHAAQb>

2023 Harmony Cup - Proud Partners

