

CONFRATERNITY CARNIVAL REGULATIONS - 2018

1. PLAYER ELIGIBILITY

- a. To be eligible to play, boys must have been born between January 1 2000 and December 31 2002. That is to say this is a U/18 year's carnival.
- b. Players are to "bona fide" students of the member school.
- c. Composite teams may enter the competition on successful application to the executive. In the application numbers and make-up of the team are to be itemized. Players must be students of member schools or approved by the Management committee of QISSRL.

2. STRUCTURE OF THE CARNIVAL

The forty-eight participating teams nominate to play in either Division 1, 2 or 3.

Division 1 consists of four Pools, each with four teams - giving 16 teams altogether.

Division 2 consists of five Pools, each with four teams - giving 16 teams altogether.

Division 3 consists of four pools, each pool with four teams giving 16 teams.

Each team plays a total of six matches during the week – 2 Pool games on Monday, a Pool game and a Quarter-Final on Tuesday, a Semi-Final on Thursday and a Final on Friday.

From the results of the three Pool games, all teams are slotted into one of six groups and then play off for the Confraternity Shield, the Bob Lindner Trophy, the Neil Bloxsedge Plate, the Confraternity Bowl, Confraternity Cup and the Men of League Challenge.

3. POINTS & PLACINGS

Win	4 points
Draw	2 points
Most points each half	1 point
Drawn half	0.5 points
Loss	0 points

Placings in each pool will be decided by these points. If two teams are equal on points, the placings will be decided by For and Against differentials.

4. RULES

In all games, except the Shield Grand Final, there will be two 20 minute halves with 5 minutes for half -time. Semi- Finals will have 25 minute halves. In the Shield Grand Final, halves will be 30 minutes long with 10 minutes for half -time. (Time off in the Shield Grand Final only).

The rules of the game as used by the QRL will be followed unless stated otherwise below.

Boys must play in full football uniform including boots and socks.

Teams must be dressed and ready to play at least 15 minutes before their match is due to start. If a team has not taken to the field after the starting siren has sounded for their game, the Referee will award a penalty to the waiting team that is on the ground at the half way line.

The Official in charge of the ground shall be the Field Manager at each field. The Field Manager can be found at the shade tent at the side of each field.

All protests shall be lodged in writing with the Official Field Manager at the field you played at within 10 minutes of termination of the game in question. Such protests shall be adjudicated upon by the Carnival Committee forthwith.

QISSRL accepts no claims for any injury sustained by a player or a loss of personal property. The host school will provide a qualified Sports Trainer to cover any field injuries during the four days of play. Schools are encouraged to provide a qualified trainer for their own purposes. Schools must have their own insurance cover. This is mandatory and is part of a team's acceptance to the carnival.

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5. INJURY TIME

- (a) No injury time except for the Shield Grand Final. Trainers may enter the field of play at any time to attend to an injured player provided there is no interference with the flow of play. It is left to the referee's discretion to halt play in the event of a serious injury.
- (b) In the event of a major loss of time the executive committee may override rule number 5(a).

6. SEMI-FINALS & DIVISION FINALS

If at the end of normal full time in Semi-Final and Grand Finals the scores are level, an additional five (5) minutes each way without breaks shall be played.

If at the end of extra time the scores are level, then the winner will be the team who scored the most tries. If tries are level, then the team who scored the first try will be declared the winner. If no tries were scored the team that scored the first points will be declared the winner. If no points were scored, then the team awarded the most number of penalties will be declared the winner. If penalties are equal, then the team awarded the first penalty will be the winner.

Quarter Finals

If at the end of normal time in Quarter-Finals the scores are level, the winner will be the team who scored the most tries. If tries are level, then the team who scored the first try will be declared the winner. If no tries were scored the team that scored the first points will be declared the winner. If no points were scored, then the team awarded the most number of penalties will be declared the winner. If penalties are equal, then the team awarded the first penalty will be the winner.

7. REPLACEMENT PLAYERS

Replacement players must report to the Touch Judge before entering the field of play. Replaced players may re-enter the game. There is no limit on the number of interchanges that a team may make during the game.

8. DISMISSAL FROM THE FIELD

A "Sin Bin" will operate for all games, and will be at the official table at half - way where the Field Manager is located. All sin bins will be of a five minute duration. A player dismissed from the field other than to the "Sin Bin" may incur a suspension. The suspension will be at the discretion of the Head of the Judiciary of the QISSRL or his proxy.

A suspended player may not be replaced in his school's squad, i.e. his team will be permitted a maximum of six replacements during the period of suspension.

9. NUMBER OF PLAYERS

Each team squad may have a maximum of twenty (20) players. If a team plays more than 20, it will lose the match for which extras are played.

10. CARNIVAL COMMITTEE

Any serious problem not covered by the above and all complaints requiring resolution will be dealt with by the Carnival Committee consisting of the President of the QISSRL, the Operations Manager of QISSRL and anyone appointed by the President.

11. BLEEDING WOUND AND SKIN LESIONS

- (a) If a skin wound occurs, the player must cease participation in the match until bleeding is controlled and the wound is dressed appropriately.
- (b) If a skin lesion is noticed, the player must immediately have it assessed and treated appropriately. Should the player not take the remedial action outlined, referees are empowered to order the player from the field of play to receive the required treatment. Any player who refuses to obey a referee's instruction to leave the field of play for treatment may be charged with misconduct and be dealt with under the rules of the Carnival.

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12. CONCUSSION RULE AND RETURN TO FIELD

Any player with a suspected concussion should immediately be removed from the field of play and should not be permitted to return to play until given medical clearance. Initial Medical evaluation should be promptly sought. Return to play after a suspected concussion should only take place after a thorough evaluation process. This should confirm that the player is free of all signs and symptoms of a concussion by the appointed doctor. For further information, refer to the NRL document on concussion and return to the field.

13. REQUIREMENTS

(a) COACHES

It is a requirement that Coaches

- Actively support the ethos of our association.
- Insist on appropriate behavior on and off the field.
- Seek the opposite coach out at the end of the match.
- Insist their players seek out their opposition and congratulate them.
- Refrain from directing negative comments towards match officials or the opposition.
- Seek out the referees to thank them.
- Do not move along the sideline during the course of the game.

(b) TALENT SCOUTS

It is the Association's requirement that talent scouts speak only to players in the presence of school officials at a time deemed appropriate by the school official and when parents can be present.

(c) TEAM MANAGERS

It is a requirement that Team Managers

- Make sure the players are familiar with the "Code of Conduct" as per program.
- Ensure supporters are fully aware of our "Code of Conduct".
- Ensure runners/trainers do not coach whilst on the field or address any comments towards the referee or opposition.

(d) REFEREES

It is expected that Referees

- Be familiar with the "Code of Conduct".
- Be familiar with the Referees' "Fair Play Award" which will be discussed at their initial meeting.
- Grade each team (1 – 10) for sportsmanship and conduct at the end of each match.
- Uphold the Association's high standards regarding matters of language and sledging.
- Meet at the end of each day's play for feedback and conviviality.
- Be aware that some of our games are an education process for some of our teams and players.
- Actively communicate with the players with the goal of minimizing penalties.
- Ensure official times are kept. The conclusion of each game is deemed to be the next dead-ball following the siren.

The QRL appoints a "Director of Referees" who is responsible to the Executive of the Association and is given the responsibility of making appointments.

If any referee has a complaint concerning a team or its officials it should be directed to the Operations Manager or host school convener.

(e) TEAMS

It is expected that players and officials at the Confraternity Carnival attend.

- The Opening Ceremony and Liturgy.
- The Coaches'/Managers'/Officials' Meeting.
- The Officials' Function and the Annual General Meeting.
- The Awards Presentation after each game. Interaction with the opposition in the spirit of the carnival is encouraged.
- The Closing Ceremony.

14. CODE OF CONDUCT

(a) PLAYERS

Remember that you are representing your school and that your conduct on and off the field reflects on the school as a whole.

(b) ON THE FIELD

- Never show ill-temper or spite whilst playing the game as hard as you like.
- Sledging has no place whatsoever at our carnival.
- If your opponent needs the ball for a scrum or a penalty give it to him and certainly don't throw it away.
- If you accidentally injure an opponent during the course of a game, make an effort to seek him out after the game.
- Always address referees politely.
- Captains are entitled to ask the Referees for an explanation if it is needed but not to dispute the decision.
- Obey all orders quickly and accept the decision manfully even if you may not agree with it.

15. FAIR PLAY AWARD – SPONSORED BY THE REFEREES ASSOCIATION

Each team is given a rating (1 – 10) following every match. The rating is on sportsmanship and fair play.

Your on-field behavior and attitude towards your opponents and the Referee will be reflected in this rating.

16. SPECTATORS

Spectators – parents in particular – are an integral part of our carnival week. Their presence is most welcome and they certainly add to the spirit of the carnival. However, irresponsible barracking can spoil a game, while fanatical barracking can incite foul play.

Spectators are asked to avoid any general heckling – it can be an embarrassment to the school you are supporting. Do not highlight (cheer) any negative aspect of the game's play, an injury or error involving the opposition.

Show your appreciation of good football even if it is by the opposition. Please remain behind the fence or rope at all times.