

## Rules for the Finals Series - 2010

### Players

1. All players will wear the number jumper as shown in the program. Players wearing the wrong jumper may be asked to leave the field and swap jumpers whilst the play continues and will only be allowed to return to the field when there is the next stoppage in play. (Fines will also be applied). Just because a player is not playing and a player swaps position, he shall still wear the number as he was given in the program.
2. At least 30 minutes prior to the start of the game, each team manager for the next game shall notify the Ground Manager of any changes to the team selected in the program. Any changes after this will only be allowed with the consent of the ground manager and NHRU General Manager.
3. Where a player shown in the program is to be used off the bench, the player will retain the program jumper number ie if No5 in the program is not to start but come on as a replacement, he will still wear No5 and the replacement player will wear a reserve jumper.
4. Each club must have reserve jumpers numbered 16 – 23. Replacement players could be refused permission to play if they are not correctly attired in a properly numbered jumper.
5. In order for a club to use reserves / replacements in the final series, they must have at least 1 front row replacement, which will enable 3 replacements to be used or 2 front row replacements which will enable 7 replacements to be used or 3 front row replacements for the full 8 replacements. (The front row replacements could be players already playing in the match)
6. Clubs will supply to the Ground Manager at the start of each game, a list of all replacements and indicating which players are front replacements.
7. Team reserves will be allowed to warm up on the field where space allows. The warm up area will be behind the goal posts that their team is attacking. No artificial aids such as balls will be allowed. The ground manager or NHRU General Manager shall determine whether there is sufficient room to allow warm ups on the field.
8. Teams prior to the match will be given 8 numbered cards which will be used to indicate a replacement.
9. On the reverse side of the 8 cards, the team manager will indicate the full name and number of the replacement together with the full name and number of the person to be replaced. This paper will be handed to the Ground Manager or other designated official prior to the player entering the field of play.
10. All replacements shall report to the Ground Manager prior to reporting to the Touch Judge. The player is to indicate his name, jumper number and the number of the player he is replacing.
11. The Touch Judge shall determine when the replacement can be made.

### Sin Bins

1. Clubs are reminded that the 10 minute time period only starts when the player leaves the ground enclosure and also when the referee restarts the clock, whichever occurs last.
2. It should also be noted that a 10 minute sin bin is actual playing time, not time elapsed.
3. When a player's 10 minutes has elapsed, the player shall report to the touch judge and he shall determine when the player may re-enter the field.

#### Match Start times

1. The times indicated as starting times are the times that the match commences, not the time that the team leaves the dressing room.
2. The referee shall toss the coin at half time in the preceding match.
3. A team which does not take the field when required could be penalised by the referee and he may allow the non offending side to commence the match.
4. Should there be a delay in match starting time the Ground Manager will advise the teams of the new proposed starting time.

#### Injuries and trainers

1. Trainers are not allowed on the field unless there is a stoppage in play (a kick at penalty goal is not a stoppage in play) or if one of their players is injured and not interfering with play.
2. Referees will only blow a stoppage in play when an injured player is interfering with play.
3. Trainers must remain at their bench and not walk up and down the sideline.
4. In the event of a kick at goal, trainers will be allowed to supply water from the sideline but not enter the field of play except to treat an injured player.
5. Trainers in breach of this rule will be excluded from the playing enclosure for the remainder of the match.
6. All trainers should be correctly attired and not be in street clothes unless they are a qualified doctor. Trainers not correctly attired will not be allowed on the playing enclosure.
7. Persons on the sideline are not allowed to barrack for their team and if doing so will be removed.

#### Ball Persons

1. Each club participating in a match shall supply at least one correctly attired and suitable ball person capable of carrying out the duties.
2. The ball persons shall report to the ground manager prior to match commencing.

#### Team Sheets

1. The Team Manager shall ensure that the team sheet is correctly filled in and given to the ground manager prior to leaving the playing enclosure after the finish of the game.