

GROUND MANAGER CHECKLIST GAME DAY OPERATIONS



AT THE BEGINNING OF THE DAY

- ☐ Check that your ground is in suitable condition
- ☐ Ensure the playing area is roped off / fenced off
- ☐ All field equipment is in place (post pads, corner posts etc)
- ☐ You can ensure access to the field through appropriate emergency access points
- You are wearing your **PURPLE** NSWRL GROUND MANAGERS VEST and are visible to all at your ground
- ☐ Have everything you need at the scorer's table:
 - » Three working clocks (game clock, sin bin clock, time off / injury clock)
 - » Appropriate siren or bell
 - » NSWRL ONE PAGE RULES DOCUMENT / NSWRL GROUND MANAGER CHECKLIST / NSWRL PRE-GAME GROUND MANAGER MEETING SCRIPT
 - » Access to League By-Laws, NSWRL Policies, NRL Laws (QR codes and phone to open and read)
 - » Sign on sheets for all games scheduled

BEFORE EACH GAME

- ☐ Introduce yourself to visiting teams, Referees and Touch Judges
- ☐ Check each teams MySideline cards (players and Team Staff)
- ☐ Ensure that all players and team staff have signed the sign on sheet (where required)
- □ Undertake Ground Manager Pre-Game Meeting Coaches / Managers / Team Captains / Referee/s (see NSWRL PRE-GAME GROUND MANAGER MEETING SCRIPT)
- Ensure that the minimum requirements of the NRL On-Field Policy are met with regards to Sports Trainers (please see *NSWRL ONE PAGE RULES DOCUMENT* for more information)
- Ensure that Referees and Touch Judges are ready
- ☐ Ensure the game starts on time

DURING EACH GAME

- Observe behaviour of players and Team Staff on benches make sure that they are complying with NSWRL GAME DAY EXPECTATIONS quidelines
- **EACH GAME** Monitor interchanges and ensure that they are being both undertaken and recorded correctly
 - Ensure that any player removed from the field with a suspected head injury is marked as **HIA** on the sign on sheet and **DOES NOT** return to the field
 - Manage Sin Bins and Send Off's (see below)
 - ☐ Implement Mercy Rule (if necessary)
 - ☐ Identify and diffuse any negative behaviour on sidelines or on benches

AFTER EACH GAME

- ☐ Ensure that the Referee signs the sign on sheet and completes any related dismissal paperwork
- ☐ Ensure that both Team Managers have signed the sign on sheets
- Ensure that scores are correct on both sign on sheets
- Ask each Team Manager to take a photo of their sign on sheet
- Ensure that players that have been removed from the field with a suspected head injury are provided with the appropriate Head Injury Recognition and Referral Form by the games Sports Trainer
- Reset clocks for the following game
- ☐ Clean all benches and tables for the following game
- ☐ Immediately complete any Code of Conduct reporting as required

SIN BIN

- When a player is SIN BINNED, they must sit out of the game for 10 MINUTES
- The player should sit in a designated place that is not on their teams bench but in the vicinity of the scorers table
- The SIN BIN CLOCK should not be started until the Referee calls time back on
- If the sin bin period extends over half time the SIN BIN CLOCK should be stopped at half time and stated again when play recommences
- The player should be notified when there is one (1) minute remaining on their SIN BIN CLOCK
- The sin bin should be marked correctly on the sign on sheet

SEND OFF

- When a player is sent off, they can take no further part in the game
- The player should be directed to LEAVE THE ENCLOSED PLAYING AREA immediately and REMOVE THEIR PLAYING JERSEY
- The send off should be marked correctly on the sign on sheet
- You should ensure that the player does not re-enter the enclosed playing area
- You should ensure that the Referee completes the appropriate MATCH OFFICIAL DISMISSAL FORM
- You should maintain harmony between any sent off players and their opposition when the game is finalised and players leave the area

NSWRL 'CLUB HUB' RESOURCE CENTRE



NSWRL POLICIES & PROCEDURES MANUAL



NSWRL ONLINE CODE OF CONDUCT REPORT



NRL POLICIES



NRL LAWS OF THE GAME

