

10-18 years Rugby League Competition Procedures

Pathways for excellence in representative school sport

*Inspiring world-class opportunities for sporting success,
engagement and wellbeing*



**Queensland
Government**

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Change History

Version	Date	Description	Prepared by
1	1_12_23	Initial Procedures	Scott Whybird

NOTE: This manual is to be read in conjunction with the:

- School Sport Australia policies and guidelines
- Queensland Representative School Sport Leadership handbook

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Sport Competition Guidelines

Minimum Venue Standards

The host region venue must comply with audit requirements and:

- complete a procurement process (where required).
- have sufficient and suitable (e.g. cabin/motel style) accommodation within the host town/city to provide places for all visiting parents/supporters competitors/ student officials/team officials
- have access to appropriate transport to/from the host town/city
- have access/proximity to 24 hour medical services (e.g. hospital, ambulance, dentist, physio)
- The playing venue must be a suitable standard and must comply with the sport specific minimum requirements. Consideration must also be given to factors such as:
 - sufficient number of suitably sized change rooms present
 - spectators must be adequately catered for with suitable viewing, toilet facilities, canteen etc.
 - Competition Area – Field of Play/number of courts or fields required
 - Suitable shade & shelter for hot & wet weather if necessary
 - Access to water
 - Officials' Room with secure area for official's bags
 - Championship working group control room
 - Access to internet
 - Laptop and printer
 - Photocopier
 - Paper
 - General stationery

First Aid

A minimum of two First Aid Officers/Sports Trainers must be provided each day of competition. Any child treated must be accompanied by a Team Official or parent.

Spectator's facilities

Ensure there is sufficient shade, seating, toilets facilities, food and drinks vendors.

Officials

It is preferable that all key officials have a minimum Level accreditation and first aid/CPR. The key officials are (but not limited to):

- Tournament Director
- Technical Convenor
- Chief Referee

Additional officials required (list individually)

Student Officials – insert QRSS 'categories'

Equipment

- The Host Region must supply all equipment for the safe conduct of the Championships.
- All equipment must comply with sport specific requirements
- Other necessary equipment is:
- Competition Software (if applicable)
- Access Passes (if applicable)

Competition areas must be checked each day for potential hazards and steps must be taken to rectify or make safe these potential hazards.



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Bulletins

Bulletin 1

- Team levy
- Venue
- Dates
- Pre-championship meeting date and venue
- Participating regions
- Team size
- Competition working group contact details
- Program of events
- Sports medicine arrangements

- Opening ceremony information
- Closing ceremony information
- Photo graph cost
- Canteen arrangements
- State nomination details

Bulletin 2

- Confirmation of previous bulletin information
- Draw
- Photo Schedule

Additional information required for the tournament
 Links for Live results & Live streaming

Special Guest for Opening ceremony

- Education Minister, Sport Minister
- Director Teaching and Learning
- Local Government representative
- Department of Education
- QRSS Board
- State Organisation
- Event sponsors

Ceremonies

Opening Ceremony

Closing Ceremony

Invitation to the following:

- Host Region officials
- Key Event Officials
- Team Officials
- Sponsor representative
- State Sporting Organisation Representative

Meetings

Pre-Championship Meeting

Selection Meetings

Post-Championship Meeting (if applicable)

A pre-championship meeting, chaired by the host RSSO / Asst. RSSO, in conjunction with the QRSS-SE member in attendance shall be convened for the purpose of discussing the conduct of the championships. The convenor may also be involved in the hosting of the meeting.

Regional team lists are to be confirmed at the pre-championship meeting. No changes are to occur after the list is confirmed.



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A post-championship meeting may be convened and from this meeting recommendations may be put forward for consideration by the QRSS-SE. If recommendations are endorsed by regional delegates, these must then be submitted to the QRSS-MC for approval.

All regional officials must attend all meetings and official functions as organised by the championship convener and/or the QRSS-SE. This would include any Professional development opportunities as organised by the QRSS-SE.

Pre Championship Meeting agenda

1. Welcome and Introductions
2. Team officials' registrations
3. Student protection
4. Project Consent
5. Reporting injuries
6. Concussion
7. Game time consideration
8. State Team selection
9. Communication lines
10. Championship working group items
 - Championship schedule
 - Check program for player changes
 - First Aid/Ice
 - Venue information
 - Venue layout
 - Parking
 - Fields/Courts/warm up area
 - Championship Contact Numbers
 - Team Photographs
 - Opening and Closing Ceremonies
 - State championship draw
 - Competition procedures
 - Unofficial Dinner
 - Referees

Duration and Draws

Duration of championships are to be scheduled to use no more than two school days for competition. Where this cannot occur, the Host Region will communicate with the QRSS – RC and QRSS for approval and endorsement.

Such issues may include:

- availability of venues,
- number of games played per day etc

At each State Championship for team sports, the draw must ensure that all teams play on each day of the event.

At each State Championship a Queensland team may be selected and named (as a travelling or merit team). No other teams are to be named.

The sport specific competition procedures outline the draws and round robin matches to be played for various formats.



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10-18 years Rugby League competition information

<p>Queensland Representative School Sport trials and championships shall be conducted according to the:</p> <ul style="list-style-type: none"> • Rules for players 6 – 12 years of age • International Laws of the Game 13+ • Safe Play Code • QRSS Leadership Handbook • QRSS Risk assessment handbook 	
<p>Age groups offered</p>	<ul style="list-style-type: none"> • 10-11 years – Vic Jensen State Championship • 11-12 years Boys – State Championship/SSA National Championship • 11-12 years Girls – State Championship/Merit team may be named • 13-14 years Girls – State Championship/Merit team may be named • 14-15 years Boys - State Championship/National Championships x 2 teams • 15-16 years Girls – State Championship/National Championship • 16-18 years Boys – State Championship/National Championship • 17-18 years Boys – State Championship/National Championship
<p>Event Officials</p>	<ul style="list-style-type: none"> • 1 Convenor per event (with an assistant convenor for events with multiple age groups competing) • 1 Sports executive member per age group • 2 selectors per age group • 1 First Aid Officer per field (level 2 preferred) • 1 timekeeper per venue • 1 announcer per venue (Can double as the timekeeper) • NRL officials invited to assist with MySideline implementation • 1 student officials manager by QRL (working with QRL High Performance Unit)
<p>Additional teams (if required)</p>	<ul style="list-style-type: none"> • Additional teams from Regions to make up 12 teams as required according to the QRSS Leadership handbook
<p>Sporting Organisation Support (if required)</p>	<ul style="list-style-type: none"> • QRL match balls (negotiated by the QRSS Rugby League executive with the QRL) • NRL support with game development officers for MySideline and other aspects to support the championships (negotiated by the QRSS Rugby League executive with the NRL as required)
<p>State Championship Team Officials</p>	<ul style="list-style-type: none"> • 2 selectors for each age group for State Championship • Regions provide officials are per regional requirements (1 coach/1 manager/1 trainer per team) •
<p>Referees</p>	<ul style="list-style-type: none"> • Queensland Rugby League will be engaged to supply Referees and support the QRSS student officials program
<p>Appointment of Queensland Team Officials</p>	<ul style="list-style-type: none"> • Team officials will be appointed by the QRSS Rugby League executive as per the QRSS guidelines <ul style="list-style-type: none"> ○ 1 coach per team ○ 1 manager per team ○ 1 trainer per team (or where required) • Manager required on Final Day for announcement of State Team in teams listed above.
<p>Appointment of Selectors</p>	<ul style="list-style-type: none"> • The QRSS Rugby League executive will select 2 independent selectors to be included in the State Championship budget. • For the selection of merit teams, the Sport Executive will decide if independent selectors are required at State Championships or if they are appointed from the regional officials in attendance.

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Announcement of the state team	<ul style="list-style-type: none"> Announcement made by State team selectors at the closing ceremony.
Minimum Venue Standard	<ul style="list-style-type: none"> Must meet the requirements of the QRL and have a minimum of 4 change rooms (or negotiated with the QRSS Rugby League Executive for rural and remote venues)
Eligibility	<ul style="list-style-type: none"> All players must meet the QRL age group restrictions (2 year window in ages under 16 years) and a three year window for ages 16 and above. No player can turn 19 years of age in the year of competition. Must turn 10 or 11 in the year of competition for Vic Jensen. Participants shall be students are eleven years of age or under on the 31 December in the year of the carnival. Must turn 11 or 12 in the year of competition for 11/12 year events Must turn 13 or 14 in the year of competition for 13/14 year events Must turn 14 or 15 in the year of competition for 14/15 year events Must turn 15 or 16 in the year of competition for a 15/16 year event Must turn 16, 17 or 18 in the year of competition for a 16/18 years event Must turn 17 or 18 in the year of competition for a 17/18 years event
Participation expectations – sport specific	<ul style="list-style-type: none"> All players attending a State Championships would be expected to share appropriate playing time and start a game in the championships. <i>Note: playing positions may dictate actual playing time due to the nature of some playing positions.</i> All players, officials and spectators must follow the National Code of Conduct and the Positive Environment Program along with adhering to all requirements of the Department of Education Code of Conduct. All Regional officials must adhere to the NRL Onfield Policy for all games. <ul style="list-style-type: none"> (eg a level 2 trainer wears orange, a level 1 wears blue and a leaguesafe wears yellow.) A level 2 could wear a blue or a yellow shirt but a league safe could not wear a blue or orange. Hope this makes sense.
Playing uniform	<ul style="list-style-type: none"> All players will wear the appropriate Rugby League jersey, shorts, socks and playing boots as per QRL expectations and regional/state requirements. The QRL rule on compression garments will apply.
Match equipment	<ul style="list-style-type: none"> 1 Rugby League ball and all safety requirements as per QRL rules <ul style="list-style-type: none"> Size 4 – up to 12 years Size 5 – 13-19 years
Team Size	<ul style="list-style-type: none"> 10-11 years - Teams shall be limited to a maximum of 15 players. A list of players and officials shall be forwarded to the championship convenor. 11-12 years boys and girls - Teams shall be limited to a maximum of 17 players. A list of players and officials will be forwarded to the championship convenor. 13-15 years boys and girls - Squads are a maximum of nineteen players. 16-18 years boys and girls - Squads are a maximum of nineteen players. QRSS Queensland Teams will consist of 20 players
First Aid	<p>All games will have a designated First Aid Officer identified (preferably a level 2 FAO)</p> <p>Blood rule</p> <ul style="list-style-type: none"> Referees will follow and enforce QRL rules relating to blood loss <p>Concussion</p> <ul style="list-style-type: none"> https://www.nrl.com/siteassets/operations/documentation/guidelines-for-the-management-of-concussion-in-rugby-league.pdf https://www.qrl.com.au/contentassets/cdade299d1054238a0c25a237bd21f28/concussion-management-faq-final-v2.pdf

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	<ul style="list-style-type: none"> • https://www.playrugbyleague.com/media/10904/nrl-community-hia-form--2021.pdf <p>Emergency procedures</p> <ul style="list-style-type: none"> • All teams must follow the instructions of the designated first aid officer at the grounds • All people present at the game venue must follow emergency requirements of the playing venue. <p>Treatment</p> <ul style="list-style-type: none"> • Games will be under the control of the referee who will apply the QRL rules to any injury management. • Serious injuries may require a pause in game times under the control of the first aid officer. The QRSS Rugby League executive along with the convenor will make a decision on adjustments to game times.
Spectator's facilities	<ul style="list-style-type: none"> • Covered seating (where possible) with access to appropriate toilet facilities
Trophies and presentations	<ul style="list-style-type: none"> • Perpetual Trophy supplied by QRSS Rugby League executive for each age group. • Player of the championships for each age group • Player medallions for 1st, 2nd and 3rd place awarded • Student Official of the Championship will be awarded.
Selection of referee/umpires to attend National Championships	<ul style="list-style-type: none"> • In conjunction with the Queensland Rugby League, QRSS and QRSS Rugby League executive – combination of student officials and QRL High Performance team referees or nominees
School Based Competitions	<ul style="list-style-type: none"> • To be convened and run by regional delegates or nominated convenors in regions and districts. • National Schoolboy and Schoolgirl cups are run in conjunction with the NRL. • Schoolboy Trophy and Karyn Murphy Cup competitions are run in conjunction with the NRL. • NRL club competitions will be coordinated with the QRSS Rugby League Competitions and Development working groups
Extra information	<ul style="list-style-type: none"> • All games will use the QRL guidelines around match reviews and send offs. The match review committee will make judgements based on the penalties in the best interests of the player safety and ensuring student playing time is maximised. • Results will be included on the QRSS Facebook site and through the Live Streaming of games. In the 13 years events and above, results will be on the MySideline app. • MySideline will be utilised at State and National Championships.



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Championship Rules and Guidelines

Vic Jensen 10-11 years (2024):

- Matters not covered in these Rules and conditions shall be governed by the national Rugby League Rugby League Laws of Modified Games and by the NRL Safe Play Code. Special dispensation has been given by the NRL to modify the first receiver and dummy half vest rule, removing the requirement for teams to change vest-wearers at halftime.
- The QRSS Rugby League 10-18 Sport Executive shall exercise and authorise all necessary control over intrastate carnivals, and no variation from these rules and conditions shall be made without the written approval of that League.
- The QRSS Rugby League 10-18 Sport Executive shall exercise and authorise all necessary control over the Vic Jensen 11 years carnival, and no variation from these competition procedures shall be made without the written approval of that committee.
- Matters pertaining to the rules of the game not covered in these competition procedures shall be governed by the Australian Rugby Football League's Rugby League Laws of Modified Games and by the NRL Safe Play Code.

Tied Results

- The relative positions of teams shall be determined by competition points which shall be allotted on the basis of two points for a win, one point for a draw, and zero points for a loss.
- In cases where teams finish equal on points (two for a win, one for a draw and zero for a loss), after the pool stage, the following procedure will be used, in order, to break the deadlock:
 - Head to head (if there are two teams tied and they played each other)*
 - Points for and against difference
 - Points for
 - Tries scored
 - If there are more than two teams tied, the Head to Head will not be used
- After the pool games teams will play cross pool games as per the draw.
- In the final if scores are level at full time, the teams shall be declared joint winners of the championship. No extra time shall be played to determine the winner.
- During the "athletics" program (sprints/relays) of the carnival, the following guidelines will apply:
 - The relay race will be held after the last game on Day 1 of the carnival.
 - All 15 players will run in the relay. If any team has fewer than 15 players available, one or more of the players in that team will run twice so that the team runs 15 legs of the relay.
 - The 'baton' will be a fully-inflated mod-size football. Each player will start from the goal line and run one length of the field. Players may begin running before they receive the ball, but the pass must take place between the 10m line and the goal line.
 - Each team will have only one representative in the sprint race. This player will not compete in the team relay. The start will be done using the "beach flags" style (i.e. facing away from the ball, lying on stomach, hands on top of each other with chin resting on top of both hands, forearms / elbows on the dead ball line with the legs straight out on the ground and with ankle touching).

Stoppages in play

- After one minute of injury time has elapsed, to commence from when the referee whistles injury



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time, the clock stops.

- An official of each team shall, prior to the commencement of the championship, advise the championship convener of the name of one adult person who shall be allowed, in the event of injury to a player of that team, to encroach onto the playing field.
- In the event of more than one player being injured, those children must be treated immediately.

Judiciary procedures

- A judiciary is to be formed at the pre-championship meeting and will consist of the QRSS Rugby League 10-18 years executive and an independent team official who is a current teacher.
- In the absence of two executive, vacancies will be filled from consultation between the RSSO and the QRSS Rugby League 10 – 18 years executive.
- The judiciary will only meet to investigate an incident on receipt of an on- field incident report from the referee.
- The player (along with the team manager) will have the opportunity to address the judiciary. The player has the right to appeal the penalty and if so, an additional independent person will be included to hear the appeal. This person will be invited to join the judiciary by the existing judiciary members.
- The judiciary process will follow Education Queensland guidelines for student behaviour.

Wet Weather Procedures:

- If one or two days are lost, that / those day's play becomes a nil-all draw for all teams and the games continue as per the draw.
- If more than two days of play are lost, then any executive present and the championship convenor will decide how to proceed.

11-12 year Boys and Girls

- Matters not covered in these rules and conditions shall be governed by the National Rugby League Rugby League Laws of Modified Games and by the NRL Safe Play Code. Special dispensation has been given by the NRL to modify the first receiver and dummy half vest rule, removing the requirement for teams to change vest-wearers at halftime.
- The QRSS Rugby League 10-18 years rugby league shall exercise and authorise all necessary control over intrastate carnivals, and no variation from these Rules and Conditions shall be made without the written approval of that League.

Conditions of play

- Players may be interchanged at any time.
- Each team shall supply and use its own jerseys which shall be numbered internationally on the back, with the numbers being at least 25 cm high, in such manner as to be distinctively visible from the sidelines. Numbers on the front of the jersey are optional. The major colour of the jerseys shall be that registered with Queensland School Sport as the regional colour.
- Each player must wear the same number jersey throughout the championship irrespective of their position on the field.
- If a player kicks for goal twice in a game before all other players on the field have had a turn at



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kicking, any points scored from the kick will not be counted to the team score. If such a breach does occur, it should be dealt with immediately if possible. However, if it is only detected later, the two points will still be deducted.

- All team members and officials shall be present at the match venue at least 30 minutes prior to the time set for the commencement of their match.
- Each match shall consist of two halves each of 20 minute duration with an interval of five minutes between halves.
- Only players and officials are allowed in the playing area and team benches at any time.

Tied results

- The relative positions of teams shall be determined by competition points which shall be allotted on the basis of two points for a win, one point for a draw, and zero points for a loss.
- In cases where teams finish equal on points (two for a win, one for a draw and zero for a loss), after the pool stage, the following procedure will be used, in order, to break the deadlock:
 - Head to head (if there are two teams tied and they played each other)*
 - Points for and against difference
 - Points for
 - Tries scored

* If there are more than two teams tied, the Head to Head will not be used

- Boys — progression from day four today five and from day five today six requires a winner from each game on days four and five. If a game is drawn on day four or day five, the following procedure will be used, in order, to decide the winner:
 - Most tries scored in the game
 - First try scored in the game
 - Most penalties received in the game
 - First penalty received in the game
 - Higher-ranked team after the pool stage of the championship (day three)
- Girls — if the competition requires a winner for progression from one round to the next (e.g. semi-final to final), the following procedure will be used, in order, to decide the winner:
 - Most tries scored in the game
 - First try scored in the game
 - Most penalties received in the game
 - First penalty received in the game
 - Higher-ranked team after the pool stage of the championship.

In the final if scores are level at full time, the teams shall be declared joint winners of the championship. No extra time shall be played to determine the winner

13 – 15 year Boys and Girls

- The championships are to be conducted under the rules of the Queensland Rugby League (Safeplay Code*) as endorsed by the QRSS Rugby League 10-18 Years, except wherein stated.
- All players will be registered on the MySideline app to ensure the safety of all players. The app will also be used to record scores for the championships.

Conditions of Play

- Managers of all teams must have squads completed at the pre championship meeting to ensure



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there are no injury concerns leading up to the championships. Managers must ensure the team lists are submitted on MySideline a minimum of 10 minutes prior to the commencement of each game.

- All matches will be twenty-five minutes each way with a five-minute break at half time. Time off for injuries will be allowed as indicated by the referee.
- Replacements may be made at any time during a game (other than at the setting of a scrum) for any reason, except that a specialist player (e.g. a goal kicker) cannot be brought on unfairly. Coaches need not wait for the referee to halt play before replacing a player or to attend to injured players on the field of play. A replaced player must have left the field of play before his substitute (who must report to the Interchange Official) goes on. Replaced players may re-enter the game.
- Players must play in full football uniform including boots and socks.
- Teams are to be dressed and ready to play at least ten minutes before their game is due to start.
- A sin-bin of five minutes duration will be located at the discretion of the Championship Convenor, or his nominee.
- Only the official kicking tees of the QRL are to be used in competition.

Trainers – no more than two trainers from any team can be on the field at any one time and must be seen to be attending to player(s). In all cases when trainers enter the field of play to either attend to an injured player, carry water, or to deliver individual messages, they must immediately leave the field once their assigned task has been completed and return to the players' bench. All trainers must be in an identified fluoro coloured shirt which recognises their relevant NRL accreditation they have attained.

- The official in charge of the grounds will be the Championship Convenor. The Grounds Committee will be appointed by them.
- All protests shall be lodged with the official in charge of the grounds in writing within ten minutes of the conclusion of the game in question. Such protests shall be adjudicated upon by the QRSS Rugby League 10-18 years executive and RSSO.
- If a player is referred from a match review or sent off for any misdemeanour, the QRSS Rugby League 10 -18 years executive will view the footage, apply a penalty based on the QRL points system and form a judiciary as required for a send-off. The team officials, player and/or family will be notified of the penalty from a match review and may accept the penalty or proceed to a judiciary after a decision has been delivered. A send off may result in a player being referred directly to a judiciary where any decision is final.

Wet Weather Procedures:

- If one or two days are lost, that / those day's play becomes a nil-all draw for all teams and the games continue as per the draw.
- If more than two days of play are lost, then any executive present and the championship convenor will decide how to proceed.

16 years and above Boys and Girls

- The championships are to be conducted under the rules of the Queensland Rugby League.
- All players will be registered on the MySideline app to ensure the safety of all players. The app will also be used to record scores for the championships.
- A player must attain the age of 15 years in the year of the championships to play in a 15 – 16



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years championships. A player must attain the age of 17 years in the year of the championships to play in a 17 – 18 years championships. A player must attain the age of 16 years or older (but shall not turn 19 years) in the year of competition to compete in the 16 - 18 years championship.

- Rules in the 13 – 15 years age group will apply unless stated.

Conditions of Play

- Game times may be changed in consultation between the RSSO/Convenor and QRSS Rugby League 10-18 years Executive.
- Day one all games will be 30 minute halves.
- Day two all games 30 minute halves except two games outside the top 8. These games will be 25 minute halves.
- Day three both semi-finals will be 30 minute halves. All other games will be 25 minutes.
- Day four State Final will be 30 minute halves. All other games will be 20 minute halves.
- Managers of all teams must have squads completed at the pre championship meeting to ensure there are no injury concerns leading up to the championships. Managers must ensure the team lists are submitted on MySideline a minimum of 10 minutes prior to the commencement of each game.
- Replacements may be made at any time during a game (other than at the setting of a scrum) for any reason, except that a specialist player (e.g. a goal kicker) cannot be brought on unfairly. Coaches need not wait for the referee to halt play before replacing a player or to attend to injured players on the field of play. A replaced player must have left the field of play before his substitute (who must report to the Interchange Official) goes on. Replaced players may re-enter the game.
- Teams are to be dressed and ready to play at least ten minutes before their game is due to start.
- A sin-bin of five minutes duration will be located at the discretion of the Championship Convenor, or his nominee.
- Only the official kicking tees of the QRL are to be used in competition.
- Trainers – no more than two trainers from any team can be on the field at any one time and must be seen to be attending to player(s). In all cases when trainers enter the field of play to either attend to an injured player, carry water, or to deliver individual messages, they must immediately leave the field once their assigned task has been completed and return to the players' bench. All trainers must be in an identifiable fluoro coloured shirt and be authorised by the Region at the Pre-carnival meeting.
- The official in charge of the grounds will be the Championship Convenor. The Grounds Committee will be appointed by them.
- All protests shall be lodged with the official in charge of the grounds in writing within ten minutes of the conclusion of the game in question. Such protests shall be adjudicated upon by the QRSS Rugby League 10-18 years executive and RSSO.
- If a player is referred from a match review or sent off for any misdemeanour, the QRSS Rugby League 10 -18 years executive will view the footage, apply a penalty based on the QRL points system and form a judiciary as required for a send-off. The team officials, player and/or family



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will be notified of the penalty from a match review and may accept the penalty or proceed to a judiciary after a decision has been delivered. A send off may result in a player being referred directly to a judiciary where any decision is final.

Wet Weather Procedures:

- If one or two days are lost, that / those day's play becomes a nil-all draw for all teams and the games continue as per the draw.
- If more than two days of play are lost, then any executive present and the championship convenor will decide how to proceed.



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Draft Draws and Results tables

10-11 years Boys Vic Jensen Cup 2024

- The QRSS Rugby League Executive 10-18 years shall direct and authorise the conduct of the Vic Jensen 10-11 years carnival in Queensland annually.
- The championship shall commence on the last Monday of the mid – year vacation and conclude on the last Friday of the mid-year vacation, unless the QRSS Rugby League 10-18 years executive determines that in any year extenuating circumstances warrant variation from this program.
- Each team shall be drawn in pools. The QRSS Rugby League Executive 10-18 years shall be responsible for the allocation of teams to pools with the host RSSO. The host region management committee shall provide the draw for the round robin competition of games in each pool.
- On the day two, only, each team shall play two matches after this no team shall play more than one match on any one day.

<p>Team will progress to semi-finals from pools as shown:</p> <p>Pool A – Top two teams progress Pool B – Top team progresses Pool C – Top team progresses</p> <p>The remaining six teams will play off for positions 5-10</p>	Teams are ranked by:	Points - (2 for a win, 1 for a draw & 0 for a loss)	
	<p>In the event of a tie, the following tie-break procedure will be used, in order, until the tie is broken.</p>	1	Head to Head result (if possible) #
		2	Points for and against Difference *
		3	Points scored *
		4	Tries scored *
		5	Highest Pre-Championship Ranking
# If more than two teams are tied, the Head to Head will not be used.	* for the purposes of this calculation, only scores against teams in the same pool will be used. I.e: Pool B/C games do not count.		

Sample draw 10-11 years

Pool A		Pool B		Pool C	
1	Met West	2	Met East	3	Met North
4	Capricornia	7	Sunshine Coast	6	Northern
5	South Coast	9	Darling Downs	8	Peninsula
10	Wide Bay	*3 rd game v a Pool C team		*3 rd game v a Pool B team	

*The third game for teams in Pools B and C will be against teams in the other pool. e.g. teams in Pool B will play their third game against a Pool C team

Day 1						
9:15 am	1	Pool C	Northern		v	Peninsula
10:15 am	2	Pool B/C	Darling Downs		v	Met North
11:15 am	3	Pool B	Met East		v	Sunshine Coast
12:15 pm	4	Pool A	South Coast		v	Wide Bay
1:15 pm	5	Pool A	Met West		v	Capricornia
2.30pm	Team Relay					

Day 2						
9:00 am	1	Pool A	Met West		v	South Coast
10:00 am	2	Pool C	Met North		v	Peninsula
11:00 am	3	Pool A	Capricornia		v	Wide Bay
12:00 pm	4	Pool B/C	Sunshine Coast		v	Northern



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1:00 pm	5	Pool B	Met East	v	Darling Downs
Day 3					
9:00 am	1	Pool C		v	Northern
10:00 am	2	Pool A		v	South Coast
11:00 am	3	Pool B		v	Darling Downs
12:00 pm	4	Pool B/C		v	Peninsula
1:00 pm	5	Pool A		v	Wide Bay

Day 4					
9:00am	Second Tier 1				
Game 16	Northern				Darling Downs
	2 nd Pool C		v	3 rd Pool B	
10:00am	Semi-Final 1				
Game 17	Capricornia				Met North
	1 st Pool A		v	1 st Pool C	
11:00am	Second Tier 2				
Game 18	Wide Bay				Peninsula
	4 th Pool A		v	3 rd Pool C	
12:00pm	Semi-Final 2				
Game 19	Met East				South Coast
	1 st Pool B		v	2 nd Pool A	
1:00pm	Second Tier 3				
Game 20	Sunshine Coast				Met West
	2 nd Pool B		v	3 rd Pool A	

In the event of a draw on Days 4, the following tie-break procedure will be used, in order, until the tie is broken:	1	Most tries in the game	4	First penalty received
	2	First try scored in the game	5	Higher Pre-Championship Ranking
	3	Most penalties received		

Day 5					
9:00am	9th- 10th Playoff				
Game 21	Peninsula				Darling Downs
	Loser Game 18		v	Loser Game 16	
10:00am	7th- 8th Playoff				
Game 22	Wide Bay				Met West
	Winner Game 18		v	Loser Game 20	
11:00am	5th- 6th Playoff				
Game 23	Northern				Sunshine Coast
	Winner Game 16		v	Winner Game 20	
12:00pm	3rd- 4th Playoff				
Game 24	Met North				South Coast
	Loser Game 17		v	Loser Game 19	
1:00pm	Final				
Game 25	Capricornia				Met East 12
	Winner Game 17		v	Winner Game 19	

Kick off times and the order of games on final day may vary to accommodate travelling teams.

In the event of a draw on Day 5, teams will be declared equal-placed finishers. There is no extra time.



Queensland Representative School Sport

RESULTS

Pool A	MW	Cap	Sth Cst	WB	Diff	Points	Place in Pool
Met West							
Capricornia							
South Coast							
Wide Bay							

Pool B	ME	Sun	DD	POOL C Opponent	Diff	Points	Place in Pool
Met East							
Sunshine Coast							
Darling Downs							

Pool C	MN	Nor	Pen	POOL B Opponent	Diff	Points	Place in Pool
Met North							
Northern							
Peninsula							



Queensland Representative School Sport

11-12 years Boys and Girls

Boys – championship will be conducted in the time and venue as listed in the QRSS Championship roster.

Girls –championships will be conducted in the time and venue as listed in the QRSS Championship roster.

- Depending on the number of teams entered, either a round robin plus finals will be played, or teams shall be drawn in pools. The QRSS Rugby League 10 – 18 years executive and working parties in 10-12 years shall be responsible for the allocation of teams to pools and shall provide the draw for the round robin competition of games in each pool to the host region.
- No team shall play more than one match on any one day (boys championships only).

Progression for Day 4

Teams in three pools of four as done currently. Play other teams in Pool on Days 1 – 3.

Day 4

Top Six – top two from each pool

Game 4.1	1 st Pool A	v	2 nd Pool B
Game 4.2	1 st Pool B	v	2 nd Pool C
Game 4.3	1 st Pool C	v	2 nd Pool A

Three winners progress to semi-finals on Day 5, plus the 'lucky loser'. Lucky loser will be determined by:

- Lowest losing margin
- If two or more losers lost by the same margin, highest losing score
- If two or more teams have the same losing score
- Head to head (if teams have played each other)
- Points scored
- Tries scored
- Highest-ranked team

Remaining two losers to Trophy Final on Day 5

Bottom 6 – bottom two from each pool re-ranked 7-12 according to points, points differential.

Game 4.4	4 th Pool A	v	4 th Pool B	
Game 4.5	3 rd Pool C	v	3 rd Pool A	
Game 4.6	4 th Pool C	v	3 rd Pool B	
As game 4.4 may be between SW and NW, it should be given a prominent game time and be the first leg (of a possible two) for the Western Cup.				

Winners of games 4.5 and 4.6 join the two unlucky losers from top six in fruit bowl on day 5, playing teams from different pools if possible.

Losers of games 4.5 and 4.6 join 4th Pool A and 4th Pool B in the Plate Finals.



Queensland Representative School Sport

Sample Draw 11-12 years Boys

POOL A		POOL B		POOL C	
1	Met East	2	Sunshine Coast	3	Met West
6	Darling Downs	5	South Coast	4	Met North
7	Capricornia	8	Northern	9	Peninsula
12	North West	11	South West	10	Wide Bay

Day 1 – Thursday, 22 June 2023

9:30 am	1	Pool A	Darling Downs	v	Capricornia
10:30 am	2	Pool A	Met. East	v	North West
11:30 am	3	Pool C	Met North	v	Peninsula
12:30 pm	4	Pool B	Sun Coast	v	South West
1:30 pm	5	Pool C	Met West	v	Wide Bay
2:30 pm	6	Pool B	South Coast	v	Northern

Day 2 – Friday, 23 June 2023

9:00 am	7	Pool A	Met. East	v	Capricornia
10:00 am	8	Pool B	South Coast	v	South West
11:00 am	9	Pool C	Met North	v	Wide Bay
12:00 pm	10	Pool B	Sun Coast	v	Northern
1:00 pm	11	Pool A	Met West	v	Peninsula
2:00 pm	12	Pool C	Darling Downs	v	North West

Day 3 – Saturday, 24 June 2023

9:00 am	13	Pool C	Met West	v	Met North
10:00 am	14	Pool B	Northern	v	South West
11:00 am	15	Pool A	Met. East	v	Darling Downs
12:00 pm	16	Pool C	Peninsula	v	Wide Bay
1:00 pm	17	Pool B	Sun Coast	v	South Coast
2:00 pm	18	Pool A	Capricornia	v	North West



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POOL TABLES AFTER DAY 3

Pool A	ME	DD	CAP	NW	Points	Head to Head	Diff.*	Points Scored*	Place in Pool
Met East									
Darling Downs									
Capricornia									
North West									

Pool B	Sun	SC	Nor	SW	Points	Head to Head	Diff.*	Points Scored*	Place in Pool
Sunshine Coast									
South Coast									
Northern									
South West									

Pool C	MW	MN	Pen	WB	Points	Head to Head	Diff.*	Points Scored*	Place in Pool
Met West									
Met North									
Peninsula									
Wide Bay									

Teams progress to Day 4 according to their ranking shown above. Top two teams from each pool progress to Top 6

Teams are ranked by:	Points - (2 for a win, 1 for a draw & 0 for a loss)
In the event of a tie, the following tie-break procedure will be used, in order, until the tie is broken.	1 Head to Head result (if possible) #
	2 Points for and against Difference *
	3 Points scored *
	4 Tries scored *
	5 Highest Pre-Championship Ranking
# If more than two teams are tied, the Head to Head will not be used.	* for the purposes of this calculation, only scores against the top 3 teams in each pool will be used.



Queensland Representative School Sport

CHAMPIONSHIP DRAW DAY 4

Day 4 – Sunday 25 June 2023					
9:00am	Top-Six (1)				
Game 19			v		
	1st Pool B			2nd Pool C	

10:00am	Bottom-Six (1)				
Game 20			v		
	3rd Pool C			3rd Pool A	

11:00am	Top-Six (2)				
Game 21			v		
	1st Pool A			2nd Pool B	

12:00pm	Bottom-Six (2)				
Game 22			v		
	4th Pool A			4th Pool B	

1:00pm	Top-Six (3)				
Game 23			v		
	1st Pool C			2nd Pool A	

2:00pm	Bottom-Six (3)				
Game 24			v		
	4th Pool C			3rd Pool B	

In the event of a draw on Days 4 and 5, the following tie-break procedure will be used, in order, until the tie is broken:	1	Most tries in the game
	2	First try scored in the game
	3	Most penalties received
	4	First penalty received
	5	Higher Pre-Championship Ranking

The three winners of the Top 6 games (games 19, 21 & 23) will progress to the semi-finals on Day 5, along with the 'lucky loser' from the Top 6.		
The 'Lucky Loser' # from the Top 6 will be determined by:	1	The team with the lowest losing margin on Day 4
	2	The Head-to-Head result from Days 1-3 if <u>two</u> teams have the same losing margin
	3	The team with the highest losing score on Day 4
	4	Highest Pre-Championship Ranking



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CHAMPIONSHIP DRAW DAY 5

Day 5 – Monday 26 June 2023					
9:00am	5-8 Semi-Final 1				
Game 25			v		
	Winner Game 20			Top 6 Unlucky Loser #	
10:00am	9-12 Semi-Final 1				
Game 26			v		
	Loser Game 24			Loser Game 22 #	
11:00am	Semi-Final 1				
Game 27			v		
	Winner Game 21			Top 6 Lucky Loser #	
12:00pm	9-12 Semi-Final 2				
Game 28			v		
	Loser Game 20			Winner Game 22 #	
1:00pm	Semi-Final 2				
Game 29			v		
	Winner Game 19			Winner Game 23 #	
2:00pm	5-8 Semi-Final 2				
Game 30			v		
	Winner Game 24			Top 6 Unlucky Loser #	

If the day five draw as written sees teams playing each other for the second time this championship, the convenor will switch opponents within the pairs of games indicated here.

This is only done within each group of four teams:

Semi-finals Games 27 & 29	Semi-finals 5-8 Games 25 & 30	Semi-finals 9-12 Games 26 & 28
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CHAMPIONSHIP DRAW DAY 6

Day 6 – Tuesday 27 June 2023					
8:00am	11th-12th Playoff				
Game 31			v		
	Loser Game 26			Loser Game 28	
9:00am	9th-10th Playoff				
Game 32			v		
	Winner Game 26			Winner Game 28	
10:00am	7th-8th Playoff				
Game 33			v		
	Loser Game 25			Loser Game 30	
11:00pm	5th-6th Playoff				
Game 34			v		
	Winner Game 25			Winner Game 30	
12:00pm	3rd-4th Playoff				
Game 35			v		
	Loser Game 27			Loser Game 29	
1:00pm	Final				
Game 36			v		
	Winner Game 27			Winner Game 29	

In the event of a draw on Day 6, teams will be declared equal-placed finishers. There is no extra time.



Queensland Representative School Sport

13 – 14 year Girls and 14-15 years Boys

- Championship Convenors are to allow 70 minutes between the starting times of all games on days one to three. This may be reduced on day four.
- On the first day, each regional side will play a preliminary grading match. Teams will be ranked for the Day 1 draw according to the previous year's State Championships, with the draw mirroring those results (ie. Rank 1v2, 3v4, teams 5 to 12 will be selected by QRSS Executive). The draw is overseen and confirmed by the QRSS Rugby League 10 – 18 Years Executive
- Results of the six matches on Day 1 will be used to grade teams from 1 to 12.

On Day 1;

- For Games 1 to 4, (teams ranked 5 – 12 from the previous years State Championships)
- Rankings of 5th to 12th are determined by winning margins. Number 5 ranked team will be the team with the greatest positive point's difference working down to Number 8 ranked team that will have the lowest positive point's difference. Ranks 9 – 12 will be formed on the basis of point's difference. Number 9 ranked team will have the lowest negative point's difference working down to Number 12 ranked team that will have the greatest negative point's difference.
- For games 5 and 6 (best ranked teams from the previous year)
- These teams will be ranked 1 – 4 based on winning margins. Number 1 ranked team will be the team with the greatest positive point's difference and Number 2 ranked team will have the lowest positive point's difference. Ranks 3 – 4 will be formed on the basis of point's difference. Number 3 ranked team will have the lowest negative point's difference while Number 4 ranked team will have the greatest negative point's difference.
- If, when grading teams 1 to 12 on DAY 1:
 - A drawn game occurs, Cup rules will apply for deciding the higher placed team.
 - Two teams are on the same point's difference, the team scoring the most tries will assume the higher position.\
 - f teams have scored an equal number of points, grading will be on the toss of a coin.
- The eight highest ranked teams will advance to a series of quarter finals on day 2, semi-finals on day 3, and the final on Day 4. Day 2 matches will be 1 v 5, 2 v 6, 3 v 7, 4 v 8.
- The losers in the 1 v 5 and 2 v 6 quarter final matches will play lower-ranked winners to provide challenging games for determining final championship rankings of 5 to 8. The losers in the 3 v 7 and 4 v 8 quarter final matches will play lower-ranked losers to determine final championship rankings of 9 to 12.
- Cup rules will apply for deciding all drawn games on Days 2, 3 and 4, except for the Grand Final. In the event of a tied score at the conclusion of normal playing time, a further five minutes each way with no halftime will be played immediately. If, at the conclusion of this additional time, the scores are still tied, the teams will be declared joint State Champions.
- Finals on day 4 are full length games. The 14-15 years should be 25 minutes and the 16-18 years should be 30 minutes. All other games are 20 minutes as per competition procedures.
- The four lowest ranked teams (9 – 12) will have the ability to progress higher in the rankings across the course of the Championship by playing higher ranked teams. This process rewards winning and promotes teams playing similarly-matched opponents.



Queensland Representative School Sport

Sample draw 14-15 years

CHAMPIONSHIP DRAW 14-15 YEARS

Day 1 – Thursday 11 th May 2023		Burleigh Bears Seniors (Bob Singh Oval)		
8:15 am	Opening Ceremony			
9:30 am	Game 1	South West	V	Capricornia
10:45 am	Game 2	Met East White	V	Wide Bay
12:00 pm	Game 3	Northern	V	Peninsula
1:15 pm	Game 4	South Coast	V	Darling Downs
2:30 pm	Game 5 Rank 2 and 3	Met West	V	Met North
3:45 pm	Game 6 Rank 1 and 4	Met East	V	Sunshine Coast
Day 2 – Friday 12 th May 2023		Cbus Stadium		
9:00 am	Game 7	10	V	12
10:15 am	Game 8	9	V	11
11:30 am	Game 9	4	V	8
12:45 pm	Game 10	3	V	7
2:00 pm	Game 11	2	V	6
3:15 pm	Game 12	1	V	5
Day 3 – Saturday 13 th May 2023		Burleigh Bears Seniors (Bob Singh Oval)		
8:00 am	Game 13	Loser Game 7	V	Loser Game 8
9:15 am	Game 14	Winner Game 7	V	Winner Game 8
10:30 am	Game 15	Loser Game 9	V	Loser Game 11
11:45 am	Game 16	Loser Game 10	V	Loser Game 12
1:00 pm	Game 17	Winner Game 9	V	Winner Game 11
2:15 pm	Game 18	Winner Game 10	V	Winner Game 12
3:30 pm				

16-18 years Boys and 15-18 year Girls events



Queensland Representative School Sport

Sample Draw for combined event

CHAMPIONSHIP DRAW 16-18 YEARS

Day 1 – Thursday 11 th May 2023		Cbus Stadium		
8:15 am	Opening Ceremony			
9:30 am	Game 1	Darling Downs	v	Sunshine Coast
10:45 am	Game 2	Peninsula	v	South Coast Maroon
12:00 pm	Game 3	Capricornia	v	Met North
1:15 pm	Game 4	Wide Bay	v	Met East White
2:30 pm	Game 5 Rank 2 and 3	South Coast	v	Met West
3:45 pm	Game 6 Rank 1 and 4	Met East	v	Northern
Day 2 – Friday 12 th May 2023		Burleigh Bears Seniors (Bob Singh Oval)		
9:00 am	Game 7	10	V	12
10:15 am	Game 8	9	V	11
11:30 am	Game 9	4	V	8
12:45 pm	Game 10	3	V	7
2:00 pm	Game 11	2	V	6
3:15 pm	Game 12	1	V	5
Day 3 – Saturday 13 th May 2023		Cbus Stadium		
9:00 am	Game 13	Loser Game 7	V	Loser Game 8
10:15 am	Game 14	Winner Game 7	V	Winner Game 8
11:30 am	Game 15	Loser Game 9	V	Loser Game 11
12:45 pm	Game 16	Loser Game 10	V	Loser Game 12
2:00 pm	Game 17	Winner Game 9	V	Winner Game 11
3:15 pm	Game 18	Winner Game 10	V	Winner Game 12



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CHAMPIONSHIP DRAW DAY 4 CBUS STADIUM

Day 4 – Sunday 14 th May 2023						Cbus Stadium
8:30 am	Game 22 14-15yr	Winner Game 15	V	Winner Game 16	for 5th & 6th	(20 min per half)
9:20 am	Game 22 16-18yr	Winner Game 15	V	Winner Game 16	for 5th & 6th	(20 min per half)
10:10 am	Game 23 14-15yr	Loser Game 17	V	Loser Game 18	for 3rd and 4th	(20 min per half)
11:00 am	Game 23 16-18yr	Loser Game 17	V	Loser Game 18	for 3rd and 4th	(20 min per half)
11:50 am	Game 24 14-15yr	Winner Game 17	V	Winner Game 18	for 1st & 2nd	(20 min per half)
12:40 pm	Game 24 16-18yr	Winner Game 17	V	Winner Game 18	for 1st & 2nd	(20 min per half)
1:40 pm	Presentations and announcement of Queensland 15-16yr and 17-18yr teams					

CHAMPIONSHIP DRAW DAY 4 BURLEIGH BEARS

Day 4 – Sunday 14 th May 2023						Burleigh Bears Seniors – Bob Singh
8:30 am	Game 19 14-15yr	Loser Game 13	V	Loser Game 15	for 11th & 12th	(20 min per half)
9:20 am	Game 19 16-18yr	Loser Game 13	V	Loser Game 15	for 11th & 12th	(20 min per half)
10:10 am	Game 20 14-15yr	Winner Game 13	V	Loser Game 14	for 9th & 10th	(20 min per half)
11:00 am	Game 20 16-18yr	Winner Game 13	V	Loser Game 14	for 9th & 10th	(20 min per half)
11:50 am	Game 21 14-15yr	Winner Game 14	V	Loser Game 16	for 7th & 8th	(20 min per half)
12:40 pm	Game 21 16-18yr	Winner Game 14	V	Loser Game 16	for 7th & 8th	(20 min per half)
1:40 pm	Presentations and announcement of Queensland 15-16yr team at Cbus Stadium					



Queensland Representative School Sport

Day 1 Results

Results & Rankings Day 1 – Thursday, 11 May	Score For	Score Against	Points Difference	Team Place 1–12
Capricornia				
Darling Downs				
Metropolitan East				
Metropolitan East White				
Metropolitan North				
Metropolitan West				
Northern				
Peninsula				
South Coast				
South Coast Maroon				
Sunshine Coast				
Wide Bay				

Day 2–4 Results

Results and Scores	Friday, 12 May	Saturday, 13 May	Sunday, 14 May	Final Ranking
	Teams played and score	Teams played and score	Teams played and score	
Team 1				
Team 2				
Team 3				
Team 4				
Team 5				
Team 6				
Team 7				
Team 8				
Team 9				
Team 10				
Team 11				
Team 12				



Queensland Representative School Sport

Selection process and criteria

Selection Panel

- Chair of selectors
- Selectors from Regional Teams
- Additional independent selector (If required)

The chair of the selectors will be the:

- Queensland team coach or Manager
- Regional Team selectors

Additional independent selector

- An additional independent selector may be appointed if necessary.
- The IC must not be attached to any team at the competition.
- The cost of this person is included into the budget and will be included in the team levy.
- The preference is that this person is from the State Sporting organisation to ensure we continue to foster and build upon relationships

Process

Prior to the Championship

1. Queensland School Sport advertises for Team Official positions
2. Successful applicants must complete the mandatory training prior to the State Championship
3. QRSS will communicate the Chair of Selectors to each region
4. Region will send the final team lists to the Chair of Selectors
5. As part of bulletin 2, Regions will request nominations for the panel of selectors
6. Chair of selectors will complete the selectors booklet for distribution at the Pre-Championship meeting

At the Championship

1. Chair of selectors establishes a roster for each game
2. At least one member of the selection panel must be present for each game
3. Each panel member must attempt to see part of each of the games (draw permitting)
4. Regional team officials must be consulted daily regarding selection
5. Notes must be kept for each athlete wishing to be selected

Schedule

Pre-Championship meeting

- Meet and discuss the selection booklet
- Establish the criteria
- Discuss the roster for each game

Day 1

- Game observations
- Regional team official consultation
- Preliminary selection meeting with the panel post last game
- Presentation of preliminary list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 2

- Game observations
- Regional team official consultation
- Selection meeting post last game
- Presentation of revised list of possible and probable athletes from each panel member



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- Discussion regarding feedback from game observation and Regional team officials

Day 3

- Game observations
- Regional team official consultation
- Presentation of final list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 4

Prior to the Grand Final, the final team selection is made

Sport Specific Selection Processes

- 18 Years – One Queensland team will be selected for boys and girls. This may change due to submissions from QRSS Rugby League 10-18 years executive at ASSRL meeting in 2024.
- Girls 15-16 years - One Queensland team will be selected. This may change due to submissions from QRSS Rugby League 10-18 years executive at ASSRL meeting in 2024.
- 15 Years - Two Queensland Teams will be selected. A QRSS Maroon and QRSS White shall be selected.
 - QRSS Maroon shall consist of the best players in each position, in the opinion of the selectors.
 - QRSS White shall consist of next best players in each position, in the opinion of the selectors.
 - Any replacement made in the QRSS Maroon team, must come from the QRSS White team.
- Details of team selection meetings are to be held by the QRSS Rugby League 10-18 years executive and final selections are to be released only through an official announcement by the executive (or nominee). The time for such an announcement will be at the conclusion of the State Championships.
- State selection meetings are to be chaired by the QRSS Rugby League 10-18 years executive.
- The State Coach shall decide the composition of the squad to be selected in terms of the positions the reserves will cover and convey that decision to the selectors at the first meeting.
- A general discussion chaired by the Chairman of Selectors will be held on each position and the players considered for it.
- Each position shall be voted upon in turn, from number one onwards, but only after the second round of matches has been played in the State Championships.
- Positions already decided upon at a previous meeting may be voted on again if a majority of selectors agree.
- Duties of Chairman of Selectors:
 - The Chairman shall have no voting powers.
 - The Chairman shall convene a meeting of State Selectors before the first game of the State Championships.
 - The purpose of this meeting shall be to advise officials of:
 - Selection meeting times and venues.
 - Selection criteria.
 - Duties of Selectors.
 - Any specific guidelines on selection which the State Coach may suggest.



Queensland Representative School Sport

Selection Panel

- The 18 year's Selection Committee shall consist of three members, namely:
- Two independent selectors chosen by the QRSS Rugby League 10 – 18 years executive from a selection process.
- The State Coach.

The 15 Year's Selection Committee shall consist of four members, namely:

- Two independent selectors chosen by the QRSS Rugby League 10 – 18 years executive from a selection process.
- The State Coach.
- Each selector shall ensure that they are present at each game played.
- Each selector shall be free of bias and ensure that the team selection is in accordance with the criteria set down in Section.



Queensland Representative School Sport

Player Rating Rubric

	Isolated (1)	Marginal (2)	Acceptable (3)	Good (4)	Excellent (5)
Attitude and Coachability	Isolated positive and appropriate attitude towards team mates, match officials and coaching staff	Marginal positive and appropriate attitude towards team mates, match officials and coaching staff	Satisfactory positive and appropriate attitude towards team mates, match officials and coaching staff	Good positive and appropriate attitude towards team mates, match officials and coaching staff	Excellent positive and appropriate attitude towards team mates, match officials and coaching staff
Communication	Isolated use of appropriate language skills during game play	Marginal use of appropriate language skills during game play	Satisfactory use of appropriate language during a game play. Is able to articulate when necessary.	Good use of language during a game play. Effectively articulates to team mates during game play	Excellent use of language during a game play. Clear and accurate instructions to team mates during game play
Problem Solving	<u>isolated</u> application of movement concepts and strategies during game play	<u>Marginal</u> application of movement concepts and strategies during game play	<u>Satisfactory application and transfer of</u> movement concepts and strategies during game play	<u>Effective</u> application and transfer of movement concepts and strategies during game play	<u>Excellent</u> application and transfer of movement concepts and strategies during game play
Team work	<u>isolated demonstration</u> of leadership, fair play and cooperation during game play	<u>Marginal demonstration</u> of leadership, fair play and cooperation during game play	<u>Satisfactory demonstration</u> of leadership, fair play and cooperation during game play	<u>Effective demonstration</u> of leadership, fair play and cooperation during game play	<u>Excellent demonstration</u> of leadership, fair play and cooperation during game play

