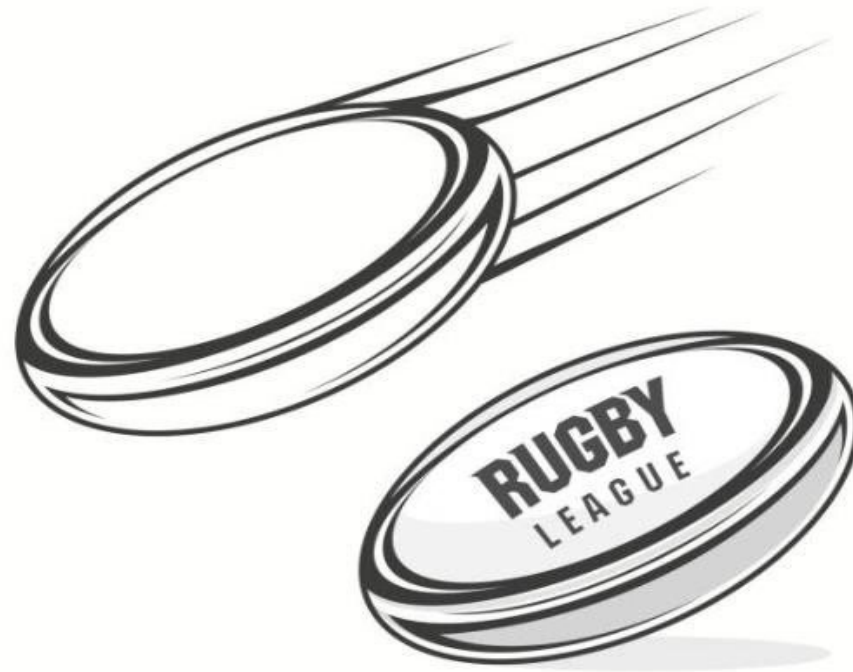


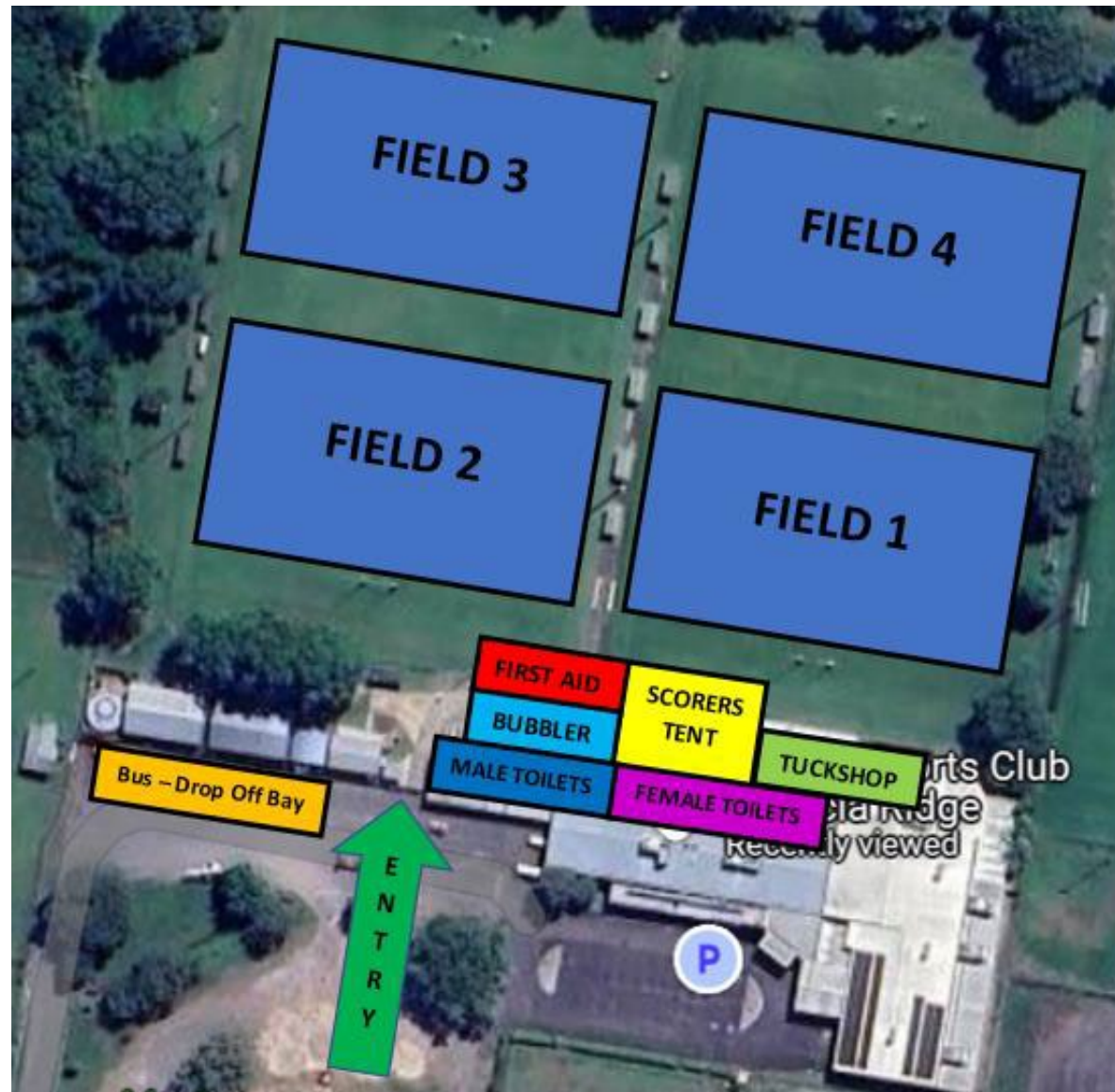
INALA DISTRICT CLUSTER RUGBY LEAGUE GALA DAY 2025



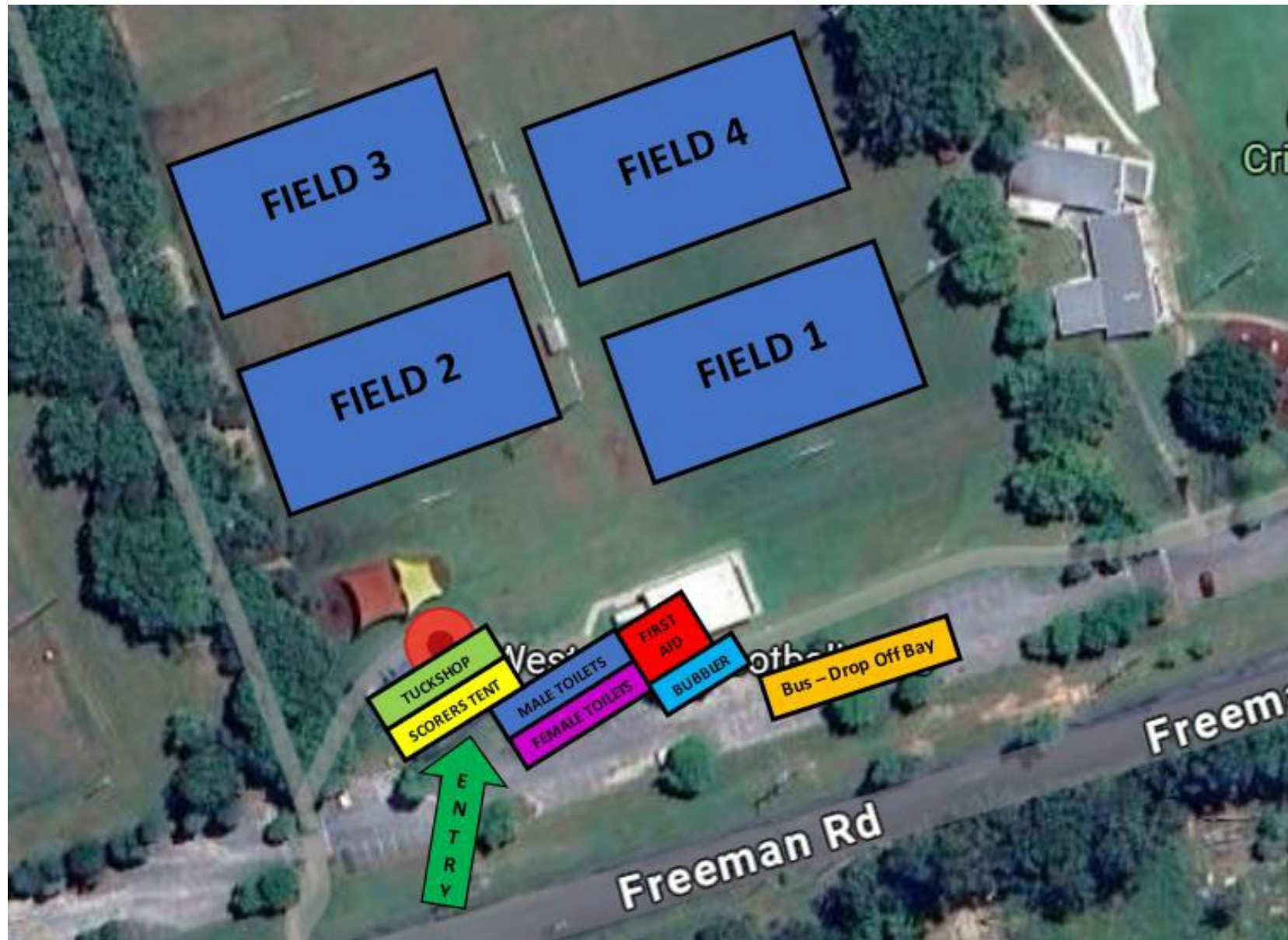
Friday 23rd May – West Inala Football Club

Friday 30th May - Souths Junior Magpies Rugby League Club

MAP – Souths Acacia Ridge Rugby League Club



MAP – West Inala Football Club



KEY INFORMATION

Locations

Term 2 – Week 5: Friday 23rd May

West Inala Football Club - CJ Greenfield, Freeman Road, Inala, Brisbane, Queensland, Australia 4077

Term 2 – Week 6: Friday 30th May

Souths Junior Magpies Rugby League Club - 174 Mortimer Rd, Heathwood QLD 4110

Shelter

Shelter is available. Please see map.

Transport/Parking

Buses can drop off teams in the drop off area of the club grounds. Buses are able to park near playground area. Parents/ spectators can park in the club carpark or near playground area.

Expectations

Students are to stay in their areas if they are not playing. Rubbish in the area needs to be placed in bins and cleaned before leaving grounds. **Parents** are most welcomed to watch but the referees are not to be interfered with throughout the course of the game.

Supervision

Please ensure students remain in your home base area and are supervised by a responsible adult.

Facilities

Students, staff and parents are able to use the toilets located near the school/ clubroom area. Drinking taps can be found near the toilet areas. Remind students to respect the facilities provided for us.

First Aid

There will be a First Aid Tent and officer provided – please see map.

Tuck-shop

Souths Junior Magpies tuck-shop will be open throughout the day
West Inala Football tuck-shop; TBC (To be confirmed)

GAME INFORMATION

Games/ Draw	<p>Games begin at 9.30am and finish at 2pm.</p> <p>Games will start and end by timekeeper.</p> <p>A 1-minute countdown will begin to signal the start of each game and end of period break.</p> <p>Due to numbers of teams and field availability, Juniors will play 7-8 games. Seniors will play 8 games.</p> <p>Games will be 30 minutes in duration. 12 ½ minutes each half.</p>
Points	<p>3 points = WIN / BYE GAME; 2 points = DRAW; 1 point = LOSS</p>
Scoring System	<p>After each game, please fill out the scoresheet in the tent area where the convenor will be.</p> <p>Game scores will be tallied and recorded over the two gala days which will result in teams facing off for placing on the leader board.</p> <p>In the event of a tie, we will use the 'For and Against' points system.</p>
Equipment	<p>Teams must bring their own game ball</p> <p>Players must wear mouth guards</p> <p>Kicking Tee</p>
Footwear	<p>Football boots or runners must be worn</p>
Sportsmanship	<p>Strongly encourage before, during and after the game</p>

RULES

The NRL Safeplay Code will be enforced for all competition matches.

1. Each match will be of **30 minutes** duration and will be comprised of **two 12 ½ minute halves**. There will be a half time period of **5 minutes to allow for change** of DH & FR, rehydration and team talk.
2. No more than nine (9) players on the field at any one time. Unlimited interchange may take place during course of match
3. There can only be one marker and the rest of the defensive team must retreat 5m from the point of the play the ball. The defensive team (including marker) may only advance once the attacking team's first receiver catches the ball or the dummy half runs, kicks or mishandles the ball.
4. The **attacking team** must have a minimum of **two passes** before being tackled or a changeover will occur. The **DH** and **FR** are allowed to run **without** the two-pass rule.
5. There will be **no** scrums. All situations where a scrum would normally occur will be replaced by a change of possession (play the ball) on the site of the infringement once the referee is ready.
6. Teams **cannot** perform "bomb" kicks or attempts at "drop kicks/goals" during play. If either of these kicks are attempted there will be a change of possession at the spot at which the kick was taken
7. Teams that have been awarded the penalty can only take the tap option.
8. There will be no conversions after a try has been scored. The restart of play will be by a tap to the non-scoring team.
9. Foul play - Periods of temporary suspension (sin bin) will be for 5 minutes duration. Any period of temporary suspension expires at the end of the game.

When there is no organised referee available, please share half a game each.

Please record scores at official's tent on the scoresheet after each game. NO scores received = 0-0 draw

West Inala Football Club

West Inala Football Club

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Inala District Inter-school Rugby League Competition 2024 – Week 2

Souths Junior Magpies Rugby League Club

Junior Rugby League Competition Participants		Senior Rugby League Competition Participants	
Acacia Ridge SS Durack SS Murri SS	St Joseph's St Marks	Acacia Ridge SS Durack SS1 Durack SS2 Inala SS	Murri SS St Joseph's St Marks

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Printable Score Cards

Field:	Try Tally
Schools	

vs	

Winner:	

Field:	Try Tally
Schools	

vs	

Winner:	

Field:	Try Tally
Schools	

vs	

Winner:	

Field:	Try Tally
Schools	

vs	

Winner:	

INALA DISTRICT RUGBY LEAGUE TEAM POINTS & RANKING									
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