



# RUGBY LEAGUE

Field Configurations and COVID-19  
for training and competition



Social distancing 1.5m



Stay at home if you're sick



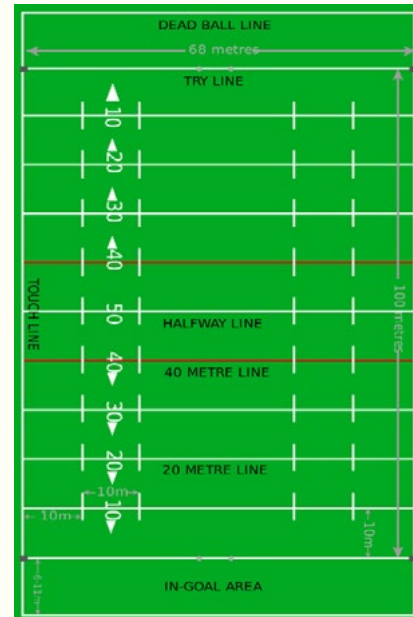
Wash your hands regularly and cover coughs and sneezes

A full-sized Rugby League field including in-goal areas is 110m x 68m, or 7480m<sup>2</sup>. Under current social distancing requirements, a measure of 4m<sup>2</sup> is required to calculate the number of people allowed to be in an outdoor space at one time.

Further, under current State Government orders, a maximum number of people (currently 10) only are allowed to be part of a specific outdoor activity.

A Rugby League field could potentially cater to 1870 people under a one person per 4m<sup>2</sup> criteria.

Field sizes vary for different age competitions from under 6 matches (800m<sup>2</sup>), under 9s matches (2040m<sup>2</sup>), under 10s (3840m<sup>2</sup>) matches, up to a full international size field.



The AIS Framework for Rebooting Sport outlines a three step process for the return of sport, and looks to work hand in hand with the [3 STEP FRAMEWORK FOR A COVIDSAFE AUSTRALIA LINK](#).

As has been the case from the start, this is a very fluid situation with advice changing and updating on a regular basis. As such, the information contained in this document relies on certain clarifications from the Government and or Sporting offices. A questions and clarifications section is at the back of the document, and is referenced by the letter Q and a number within sections of the document.



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### Under 6 and 7 Matches

Usually, Clubs will play four of the under 6s matches at one time on a full sized international field, under the configuration below (Figure 1).

The AIS Framework for Rebooting Sport puts contact sports in stage three of the return policy, meaning full contact Rugby League will not be able to be played until Step 3 restrictions are introduced by the government (See Q2).

This could mean only 100 combined participants, officials and spectators will be able to attend a Rugby League venue.

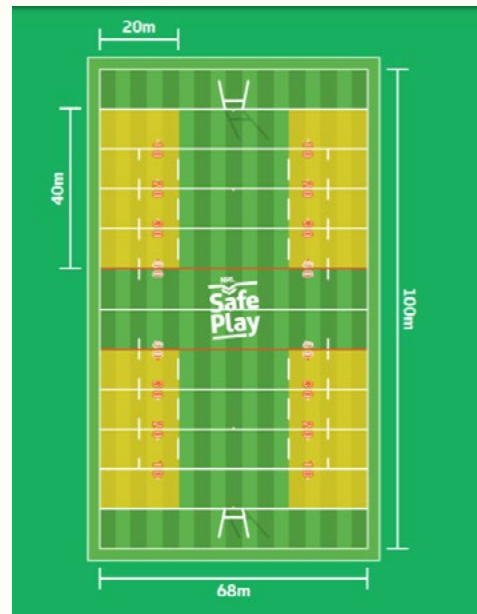


Figure 1 – Under 6s and 7s Field Configuration for 4 matches

Participant Type – Under 6s and 7s	Number per Team	Teams	Match Total	4 Match Total
Player	10	2	20	80
1 Coach, 1 Manager, 1 Trainer	3	2	6	24
Central Managers	1 per field	NA	1	4
Referee	1	NA	1	4
Parents / Spectators @ 1 parent per player	10	2	20	80
<b>Total Per Match and per 4 Match's</b>			<b>48</b>	<b>192</b>

Figure 2 – The number of people who would attend a single under 6s or 7s match

Based on the numbers above, only two matches in the under 6s / 7s age group would be permissible at one time.

**HOWEVER** – Should each under 6s field be considered to be a single gathering (maximum of 100 people), then social distancing requirements for spectators from field to field would need to be considered.



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Spectator Areas - Sidelines only model (see the 40m marking on figure 1) being 40 metres x 3 metres which is the minimum standard for run-off areas at a Rugby League venue, giving a total 120m<sup>2</sup>.

The maximum number of spectators on one sideline only at a 4m<sup>2</sup> spacing is 30. This number is more than the anticipated 20 spectators per game as per Figure 2.

Clubs could continue to stage under 6 and 7s matches under any of the current formats (including staging four matches at one time) if “one parent” per child limits were adhered to, and each field of play was considered to be a single gathering.

A challenge that must be overcome is the finishing and starting times of matches, which under current Rugby League models, creates a “Wave” of people gathering at one time.

In order to address this “Wave” problem, a minimum of 20 minutes must be scheduled between the end of one match, and the start of a new match.

The AIS Framework for Rebooting Sport refers to the need for only one parent to attend matches, and the players, spectators and officials should be encouraged to arrive, play and leave as quickly as possible.



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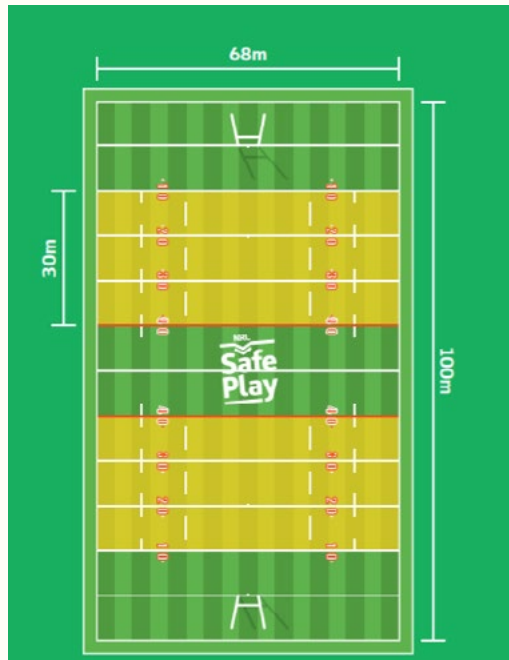
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## Under 8 and 9s

Field size (2040m<sup>2</sup>) caters to all players and officials based on one person per 4m<sup>2</sup> as per the table below.

Figure 3 - Configuration 2x Under 8s / 9s Fields

Participant Type Under 8s and 9s	Number per Team	Teams /Field	Total	2 Match Total
Player	12	2	24	48
1 Coach, 1 Manager, 1 Trainer	3	2	6	12
Central Managers (safe play area on map)	2 per field	NA	2	4
Referee	1	NA	1	2
Parents @ 1 parent per player	12	2	24	48
<b>Total People per Field</b>			<b>57</b>	<b>104</b>

Figure 4 - Number of people who would attend Under 8s / 9s matches

Spectator Areas - Sidelines only model being 35 metres x 3 metres which is the minimum standard for run-off areas at a Rugby League venue, giving a total 105m<sup>2</sup>. Maximum spectators on sidelines only at a 4m<sup>2</sup> spacing is n=26 on each sideline.

Clubs could continue to stage under 8 and 9s matches under any of the current formats if “one parent” per child limits were adhered to, and if each individual field was considered to be a single gathering. A minimum of 20 minutes must be scheduled between the end of one match, and the start of another.



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## Combined Under 6s (2 fields) and Under 9s

Field size (3640m<sup>2</sup>) caters to all players and officials based on one person per 4m<sup>2</sup> as per the table below.



Figure 5 - A combination setting with two under 6s and 1 under 9s match

Participant Type	Number per Team	Teams	Total
Under 6s Players	10	4	40
Under 9s Players	12	2	24
1 Coach, 1 Manager, 1 Trainer	3	4	12
Central Managers (safe play area on map)	1	NA	3
Referee	1	NA	3
Parents			64
<b>Total</b>			<b>146</b>

Figure 6 - People at combined Age group matches

The participant and spectator numbers are low enough to sustain such a model, assuming each individual match is considered an individual gathering.

Sufficient time gaps between games should be scheduled to allow players, spectators and officials to vacate the area prior to the next match starting.



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## Under 10s and 11s

Field size (3840m<sup>2</sup>) caters to all players and officials based on one person per 4m<sup>2</sup> as per the table below.



Figure 7 - Under 10s and 11s Field Configuration

Participant Type Under 10s and 11s	Number per Team	Teams /Field	Total
Players	16	2	32
1 Coach, 1 Manager, 2 Trainers	4	2	8
Central Managers		NA	2
Referee	1	NA	1
Parents @ 1 parent per player	12	2	24
<b>Total People per Field</b>			<b>75</b>

Figure 8- Participants per Match 10s and 11s

Venues will easily comply with restrictions when staging matches in these age groups, however will still need to consider potential issues with the gap between a match ending and a new match starting.

Sufficient time gaps between games should be scheduled to allow players, spectators and officials to vacate the area prior to the next match starting.



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## Under 12s and International Rugby League Matches

Field size (7480m<sup>2</sup>) caters to all players and officials based on one person per 4m<sup>2</sup> as per the table below.



Figure 9- International Size RL Pitch

Participant Type Under 12s and International Rules Matches	Number per Team	Teams /Field	Total
Players	20	2	40
1 Coach, 1 Manager, 3 Trainers	5	2	10
Central Managers		NA	2
Referee and Officials	3	NA	3
Parents @ 1 parent per player	20	2	40
<b>Total People per Field</b>			<b>95</b>

Figure 10 - Participants per Under 12s - Open Age Rugby League

Venues will be able to comply with restrictions when staging matches in these age groups. If the venue is restricted to 100 people, a gap of at least 30 minutes will be required between matches to allow for the next wave of participants to arrive and warm up for their game.



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## Match Duration and Timings

In order to be COVID-19 safe, trainers will not be permitted to run water bottles onto the field while the game is in operation. This means that all games will be played in quarters, with a 2-minute water break at each quarter time.

Taken in conjunction with the rules regarding breaks between games that are included in this document, the run times for each format of the game are included in the table below.

Age Groups	Amended times	Period 1	Drinks Break	Period 2	Half time	Period 3	Drinks Break	Period 4	Gap required between matches	Total time
U/6s to U/9s	4 x 7	7	2	7	3	7	2	7	20	55
Please note: For U6s to U9s, play will resume from a Quarter time break at the point as per the laws of the game – a kick off										
U/10s to U/12s	2 x 16	8	2	8	4	8	2	8	20	60
U/13s to U/15s and Girls U/14 to U/18s	2 x 20	10	2	10	4	10	2	10	30	80 (approx.)
U/16 to U/23s	2 x 25	13	2	12	4	13	2	12	30	90 (approx.)
Open Age	2 x 30	15	2	15	4	15	2	15	30	100 (approx.)
Open Age-Regional	2 x 40	20	2	20	2	20	2	20	30	120 (approx.)
Please note: For all other age groups and grades, play will resume from a Drinks Break at the point in which the match was stopped										