



2023 Match Review Committee – Guidelines

Reference and Grading Guide for Common Offences

Offence	Descriptors/Indicators/ Grading Guide
<u>Careless High Tackles</u> <i>Charges pertain to if the player fails to show the care that all players must exercise.</i>	<ul style="list-style-type: none">• Grade 1 – The Defender, in attempting to make a tackle makes unnecessary, but accidental, forceful contact with the head/neck of an opponent.• Grade 2- As above with increased level of force• Grade 3 – As above with high forceful contact that may/may not cause injury.
<u>Reckless High Tackle</u> <i>Charges pertain to if the player, in making or attempting to make the tackle, foresees that contact with the head or neck of an opposing player may occur but nevertheless makes the tackle regardless of the danger.</i>	<ul style="list-style-type: none">• Grade 1 – The Defender, in attempting to make a tackle makes unnecessary, forceful contact with the head/neck of an opponent.• Grade 2- As above with increased level of force• Grade 3 – As above with high forceful contact that may/may not cause injury. <p>#Reckless Grade 1-3 is essentially Careless HT Grade 4-6 for ease of application.</p>
<u>Dangerous Contact</u>	<ul style="list-style-type: none">• Includes Cannonball (Diving into the legs off an opposition player), Chicken wing, dropping the forearm, Unnecessary contact (E.g., stomping), grapple tackle, hip drop, raised knee into contact, forceful contact on un-suspecting player (kicker, kick receiver, support runner) who has passed ball.• Grading increases based on whether accidental or intentional, the force used and the potential to cause injury or the extent of the injury to the player
<u>Dangerous Throw</u>	<ul style="list-style-type: none">• Grade 1 – arm/hand between legs, head below hips, element of lift/elevation, dangerous position (likely that head/neck/shoulders would be first point of contact with ground) but doesn't go on with tackle or releases. Key indicators are elbow to sky and up on toes.• Grade 2 – As above plus opponent's head/neck/shoulder makes first point of contact with ground, even if defender pulls out of tackle.• Grade 3 - all the above plus, mid-high elevation, no arresting of tackle and continues to drive player into ground with considerable force.• Referral Grade 4/5 – all the above, high elevation, injury caused, and excessive force with clear intent.
<u>Striking</u>	Involves the action of striking with forceful contact and can include the following actions:



	<ul style="list-style-type: none">○ Punching○ Headbutts○ Knees○ Elbows <ul style="list-style-type: none">• Grade 1 – Players involved in altercation and in line of sight of each other and one player throws a punch that makes forceful contact with the opposition player• Grade 2 – Player throws multiple punches that make contact, are forceful, have the potential to cause injury or does cause injury• Grade 3 or above – Player runs a distance to throw punches, forceful, attacked person potentially unaware of the imminent strike, with potential to or causes injury to attacked player. <p><i># A player who retaliates with a strike of their own is open to the same charge/s as the instigator</i> <i># If a player throws a punch but does not make contact, they can be charged with contrary conduct</i></p>
<u>Crusher Tackle</u>	<ul style="list-style-type: none">• Grade 1 – where a defender in making the contact, applies forceful pressure to the head/neck/spine of opposing player. (Re-grip/re-adjust, head pin).• Grade 2 – As above, however defender applies additional pressure, regrips and knows where opponents head is and doesn't create space or loses control of the tackle. (Re-grip/re-adjust, head pin, significant forceful pressure to head/neck/spine).• Grade 3 – As above however defender applies significant pressure by throwing out legs and using full body weight to apply force to head/neck/spine. (Re-grip, excessive forceful pressure to head/neck/spine, legs being thrown out behind (indicates full body weight when taken to ground), no release).
<u>Contrary Conduct</u>	<ul style="list-style-type: none">• Threatening behaviour (Physical / Verbal)• Covers disputing decision/offensive language• Can be used for a melee situation if the player is already on the field (see re-entering field of play for grading guide)• Includes using gestures to the crowd, opposition players or the match officials• Includes punches thrown that don't make contact• Includes actions that are not in the true spirit of the game.• Gradings increase with the severity of the offence and potential to be negative in nature or cause injury
<u>Shoulder Charge</u>	<ul style="list-style-type: none">• Grade 1 – No attempt to wrap both arms including hands, forceful contact.• Grade 2 – No attempt to wrap both arms including hands, high forceful contact• Grade 3 – No attempt to wrap both arms including hands, high forceful contact with head/neck and causes injury• Direct Referral to Judiciary – all the above with contact causing injury.



Past Charges Below and new referrals	
Tripping <i>Charged as:</i> -Dangerous Contact	<ul style="list-style-type: none">• Grade 1 – <i>Contact</i> is accidental/intentional as a result of attacker changing direction late and reactive in nature with little to no force• Grade 2 – Contact is intentional/accidental with significant force.• Grade 3 – Contact is intentional with significant force and potential to cause injury or causes injury to attacking player
Kicking <i>Charged as:</i> Dangerous Contact (medium/high force and contact but definitive action) or Striking (High forceful contact and definitive action)	<ul style="list-style-type: none">• Grade 1 – Accidental or low on force and contact• Grade 2 – Intentional in nature with limited force and contact.• Grade 3 – Contact is intentional with high force and potential to cause injury or causes injury to attacked player. <i>#kicking can also be charged as contrary conduct if there is low or no contact but definitive action</i>
Intentional High Tackle <i>Charged as:</i> High Tackle Charges pertain to if the player in making or attempting to make the tackle, foresees contact with the head or neck of the opposing player and intends that contact to occur.	<ul style="list-style-type: none">• Refer to Judiciary• Use Reckless Grade 3 and above as a guide for penalty
Dropping Knees <i>Charged as:</i> Dangerous Contact	<ul style="list-style-type: none">• Grading depends on whether was accidental or intentional• Gradings increase with the force involved with potential to or causes injury to attacked player
Law Breaking	<ul style="list-style-type: none">• Deliberately breaks the laws of the game resulting in referee putting the player on report or dismissing the player from the field



<i>Charged as:</i> Contrary Conduct	
Offensive Language <i>Charged as:</i> Contrary Conduct	<ul style="list-style-type: none">• Audible to the crowd• Directed at the official / opposition players / spectators• Can be a one-off incident or a repeated offence resulting in being put on report during or after the game (match report) or being dismissed from the field• Also applies to players on the bench
Disputing Decision <i>Charged as:</i> Contrary conduct	<ul style="list-style-type: none">• Directly linked to a player involving in a verbal situation with match officials resulting in being put on report during or after the game (match report) or being dismissed from the field
Re-entering Play <i>Charged as:</i> Contrary Conduct	<ul style="list-style-type: none">• Can be used in conjunction with other charges.• When a player comes from the bench / sin bin area to be involved in an on-field incident.• Grade 1 – Re-enters field but does not become involved in the on-field incident and does not escalate the situation• Grade 2 – Re-enters field and becomes involved by grabbing opposition players and potentially escalates the situation• Grade 3 or above – Re-enters the field of player and becomes actively involved in the on-field incident including using the use of strikes, kicks or other actions
Obstructing <i>Charged as:</i> Dangerous Contact	<ul style="list-style-type: none">• Includes passive and active obstruction• Level of risk involved• Includes actions involving a kicker, block runners, or escorts• Grading increases based on whether accidental or intentional, the force used and the potential to cause injury or the extent of the injury to the player