
NRL Venue Minimum Standards

5th DRAFT September

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PART A - APPLICATION

1. PURPOSE AND APPLICATION

These minimum standards are intended to standardise the delivery of matches organised by NRL and NRL Clubs in competitions or matches arranged, organised and administered by NRL. It is important that Rugby League operates in a best practice environment to reinforce the NRL brand and to ensure, as far as reasonably practicable, the safety of players, staff and spectators at all venues.

These Standards are to be read in conjunction with the NRL Rules and the NRL Operations Manual for the NRL Competition.

NRL and each Club and Venue Operator must use all commercially practicable endeavours to ensure that Matches are carried on in a manner which is safe, responsible, professional and competent having regard to their respective obligations under these Standards.

1.1 Applicable Competitions and Matches

These Standards apply to all Venues to be used for the following NRL controlled Competitions or Matches:

- (a) Matches played during a regular season or finals series of the NRL Telstra Premiership or National Youth Competition (U20);
- (b) State of Origin Matches;
- (c) Matches played by an Australian senior national team in Australia;
- (d) any seven-a-side or nine-a-side Rugby League competition conducted in Australia or otherwise under the auspices of NRL;
- (e) any international club Rugby League competition played in Australia, including the World Club Challenge; and
- (f) other Matches as declared by NRL CEO from time to time.

1.2 Prior NRL Approval

- (a) A Club must obtain the prior written approval of NRL at least 3 months before the start of a Season before a Match can be played in a Venue. A Club must complete the Venue Compliance Checklist and submit it to NRL with all accompanying documents by the pre-season deadline determined by NRL each year. This application must include a detailed venue map highlighting all facilities, rooms and spaces.
- (b) NRL Competition Matches must be played only at the approved home Venue or Venues of each Club. Any request by a Club to play a home Match at other than the approved home Venue must be made to the NRL Head of Football at least 30 days prior to the day of the relevant Match.
- (c) NRL Head of Football approval will be based on compliance with these Standards and the following factors:
 - (i) NRL scheduling and broadcasting commitments;
 - (ii) suitability of the proposed Venue for broadcast purposes;
 - (iii) suitability of facilities for Teams and Spectators;
 - (iv) Club must meet any additional costs associated with:
 - (A) ensuring the Venue meets NRL Regulations (including these Standards);
 - (B) travel and/or accommodation for Teams, Match Officials;
 - (C) Broadcaster, Competition Partners and NRL contractors;
 - (v) NRL has sufficient time to notify the Media, Competition Partners and the general public; and
 - (vi) Any other factors considered relevant by the NRL Head of Football.

- (d) Prior to the granting of approval, NRL has the right to conduct a physical inspection of the Venue. NRL may give or withhold approval in its absolute discretion or give an approval subject to such conditions (including the payment of further fees or costs) as it sees fit. Any approval must be in writing.

2. VENUE ACCESS

- 2.1 A Club must have access to the Venue for the entire Season.
- 2.2 NRL must have access for visiting Teams on the day before a Match for training purposes. This is subject to inclement weather and provided it does not interfere with any local games or other competition obligations. There is no need for prior access for Club Matches.
- 2.3 A Club must ensure unfettered access to the Venue for the NRL, Broadcasters and Competition Sponsors as specified in these Standards.

3. HIRING AGREEMENT

A Club must enter into a written hiring agreement with the Venue Operator that ensures:

- (a) the Venue's facilities and infrastructure comply with these Standards and the Venue Operator complies with its obligations under these Standards;
- (b) the Club can meet its obligations under these Standards;
- (c) NRL and its nominees have the exclusive right to enter the Venue for the purpose of exploiting the Broadcasting Rights and Match Statistics;
- (d) NRL and Competition Partner have free of charge access to the Venue and:
 - (i) may bring into the Venue such personnel, property and equipment they require to obtain the benefits of their respective partnership agreements with NRL;
 - (ii) have exclusive and unrestricted access to the Venue at least 12 hours prior to and after each Match;
 - (iii) may in consultation with the Venue Operator, erect temporary infrastructure necessary to be able to meet their obligations to NRL and the Competition, including broadcast positions and infrastructure; and
 - (iv) access once a year to conduct an audit of the Venue before each Season starts;
- (e) adequate safety, security, crowd control and emergency procedures are in place for Matches; and
- (f) provide to NRL a standardised report on match day operations with 48 hours of a Match.

4. TRANSITIONAL ARRANGEMENTS

- 4.1 If a Club wants to use a Venue that does not conform to these Standards, it must obtain NRL's prior written approval by providing to the NRL Head of Football:
 - (a) the specific areas of non-compliance;
 - (b) the steps being taken to ensure compliance; and
 - (c) the timeframes and estimated cost involved in reaching compliance.
- 4.2 NRL may give or withhold approval in its absolute discretion or give an approval subject to such conditions (including the payment of further fees or costs) as it sees fit. Any approval must be in writing.

PART B – VENUES AND PLAYING SURFACE

5. VENUE CAPACITY AND SEATING

- 5.1 A Venue must be fully enclosed.
- 5.2 A Venue must have a minimum capacity of 15,000 with at least 5,000 seats located undercover.
- 5.3 The use of temporary stands is prohibited, unless prior written approval is provided by the NRL Head of Football.
- 5.4 All seats for spectators must be:
 - (a) numbered;
 - (b) individual and separated from one another;
 - (c) fixed to the floor;
 - (d) made of an unbreakable and non-flammable material; and
 - (e) have a backrest of a minimum height of 30 cm when measured from the seat.
- 5.5 For venues housing a hill or grass area, the surface must be consistent under foot with a gradient of no more than 35 degrees. The hill must be adequately marked or segregated to ensure overcrowding doesn't occur.

6. RETRACTABLE ROOF

- 6.1 When a Match is played at a Venue that has a retractable roof, the Venue must be configured with the roof closed.
- 6.2 If a Club wants to close the roof for any reason in advance of a Match (including for inclement weather), it must obtain the prior written consent of NRL. If a Club wants to close the roof within 12 hours of the kick off time of the Match, it can only do so due to extreme weather conditions and with permission of the Venue Operator.
- 6.3 If the roof becomes stuck for any reason during the change of configuration and this occurs during the Match, the Venue must be evacuated. Conditions for changing roof, notice periods, emergencies and evacuation procedures are in accordance with the Venue's policies.

7. VIDEOSCREEN AND TIME

- 7.1 Videoscreens
 - (a) A Venue must have a high quality giant videoscreen with minimum specification of 36 square metres and containing the necessary equipment for the integration of the broadcast feed showing the video referee decision graphic.
 - (b) Advertising content, promotional material, or any other insertions to Venue videoscreens may only be displayed during breaks in play after any Broadcaster replays of major incidents (eg. tries, controversial rulings, etc.) have been shown for the benefit of Spectators at the Venue.
- 7.2 Scoreboard and Match Clock
 - (a) An electronic scoreboard and clock must be provided at each Venue capable of displaying the following information at all times:

- (i) names of teams;
 - (ii) score of each team; and
 - (iii) match time remaining.
- (b) At a Venue where the videoscreen is also used as the scoreboard and match clock, this information must be removed while video referee replays and decisions are being displayed.
- (c) A Venue must have a match clock that shows playing time during a Match. Match clocks should be of an approved type showing second hand if analogue or indicating seconds if digital.
- (d) For the avoidance of doubt, the official match time is the time controlled directly by the NRL official timekeepers and the match clock does not necessarily accurately represent the official match time.
- (e) Official timekeepers must have at least two stop watches each when keeping time. If a match clock breaks down, the NRL Operations Manual dictates that official timekeepers have the matter under control by the manual use of their stop watches.

7.3 Siren

- (a) A Venue must have a siren installed.
- (b) The siren must be tested prior to the commencement of each Match and be serviced annually.
- (c) If a Venue siren fails to operate, NRL Operations Manual dictates the official timekeeper must use the standby air horn. If for any reason the referee cannot hear the siren, the timekeeper must immediately alert the video referee who will verbally advise the referee to end the play.

8. LIGHTING AND SOUND STANDARDS

8.1 Lighting Standards

- (a) A Venue must have television standard lighting for all home Matches. The minimum standard for lighting is 1400 Lux measured over the entire Field of Play, including side-lines and in-goal areas
- (b) A Venue must have sufficient levels of lighting for seating and pedestrian pathways within the Venue and immediately surrounding area. To ensure the safety of spectators, each Venue must be equipped with an emergency lighting system in case of a power failure. This should include all areas that the public has access to including exit and evacuation routes and the pathways immediately surrounding the Venue.

8.2 Sound Standards

- (a) A Venue must have the minimum sound levels specified in the table below:

No. of People	Minimum Decibels + / - 5 DB
< 25,000	85 - 92
25,000 to 50,000	95
> 50,000	98

- (b) A Club is responsible for compliance with any DA or other sound restrictions for home Matches.

- (c) The minimum requirements for the Venue audio system are:
 - (i) announcer microphone;
 - (ii) dual CD player;
 - (iii) eight channel mixer;
 - (iv) instant replay; and
 - (v) roving microphone for post-match interviews (may require additional cabling from audio desk to broadcast site and/or video screen)

8.3 Public Address System

- (a) A Venue must be equipped with a public address system, including a giant video screen to ensure messages can be delivered to public areas inside and outside of the Venue.
- (b) The PA system must be:
 - (i) at a reasonable level for all Spectators within the seating area of the Venue;
 - (ii) able to handle music and speech simultaneously; and
 - (iii) not be vulnerable to failure of main power supply.

8.4 Back Up Power Supply

In order to ensure that a Match can proceed in the event of a power failure, an independent back up power supply system must be provided to deliver the full equivalent light intensity values instantaneously and without interruption.

9. ROLES AND RESPONSIBILITIES

9.1 Venue Manager

- (a) A Venue must appoint a Venue Manager who is in attendance on Match day. Contact numbers must be provided to the Club prior to the Match.
- (b) A Venue Manager should be responsible for:
 - (i) Crowd control, police and security;
 - (ii) Emergency Response Management;
 - (iii) Catering and supply of food and beverage and concessions;
 - (iv) Facility management, including repairs, maintenance and cleaning;
 - (v) Lighting and sound;
 - (vi) Ticketing;
 - (vii) Spectator first aid;
 - (viii) Ingress and egress;
 - (ix) Field of Play preparation; and
 - (x) Traffic management.

9.2 Event Manager

- (a) NRL and a Club must appoint an Event Manager who is in attendance on Match day. Contact numbers must be provided to the Venue Operator prior to the Match.
- (b) An Event Manager should be responsible for:
 - (i) Project manager of the Match on behalf of Club, including development of run sheets and operational plans;
 - (ii) Checking facilities and spaces;

- (iii) Ensuring commercial commitments are met, including Broadcaster, sponsor Signage rights and hospitality arrangements;
- (iv) Compliance with official countdown and ensuring Match starts on time;
- (v) Work with Venue Manager to manage any loading or ticketing issues;
- (vi) Accreditation; and
- (vii) Master Delivery Schedule and parking.

9.3 Contractors

- (a) A Club must ensure that each contractor used by it during a Match is properly qualified under any applicable Law (or relevant professional body) and has obtained the relevant permission from applicable authorities to carry out any work required of them by the Club.
- (b) Where a Club is prohibited from doing any act, matter or thing, it is also prohibited from permitting or suffering the act, matter or thing and it must ensure that its agents, contractors, employees and sub-contractors do not breach the prohibition.

9.4 Radio Communication

Venue Manager, Event Manager and security must all be provided with radio communication devices, with each operational area being assigned a specific channel. These radios must be on a different frequency to that used by Team management. The Event Manager is responsible for supplying radio frequencies on behalf of all stakeholders to the venue and ensure no cross over or interference takes place.

10. FIELD OF PLAY AND PLAYING SURFACE

10.1 Scheduling

Where possible, a Venue Operator must not schedule another match on the day immediately preceding a Match (other than a Match in the NRL Competition). This is to preserve the quality of the playing surface for the Match and to enable participating Teams to have a familiarisation session the day prior to the Match.

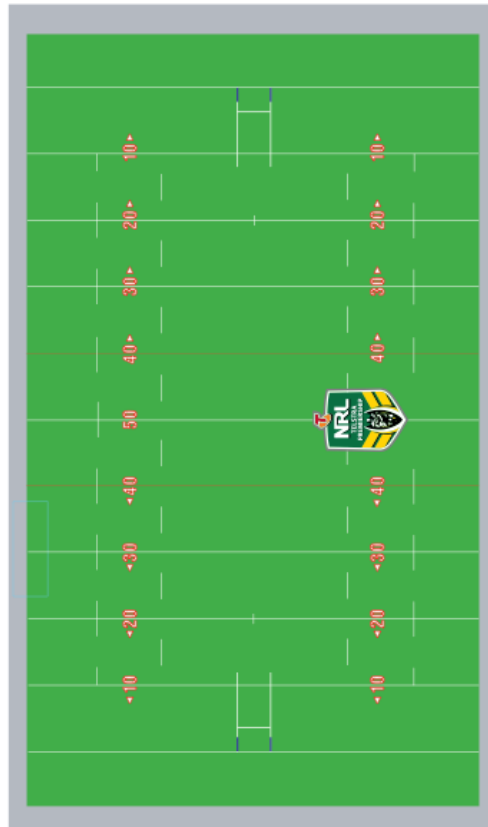
10.2 Playing Surface

- (a) All Matches must be played on natural turf. Artificial surfaces are not permitted unless a Club obtains the prior written permission of NRL.
- (b) The Playing Surface must:
 - (i) be smooth, in good repair and condition, and of a first class international standard and suitable for professional rugby league;
 - (ii) contain a complete coverage of grass;
 - (iii) be free of potholes, foreign objects and protrusions of any kind through the surface, or any deviations that could be hazardous to Players or Match Officials as they move across the surface; and
 - (iv) not present a risk to the safety or welfare of Players.
- (c) The length of grass may vary depending on the season and location of the Venue, but the preferred grass length is between 30mm – 35mm.
- (d) When assessing Playing Surface, NRL will take into account levelness of the ground, turf stability, hardness and consistency.
- (e) Irrigation heads, valve boxes must be level with the surface and surface catch drains must be adequately covered.

10.3 Field of Play Dimensions

The Field of Play for each Match must have the following dimensions (unless otherwise approved by NRL):

- (a) Field Width: 68 metres;
- (b) Field length: 100 metres goal line to goal line; and
- (c) In goal areas must be 8 metres.



10.4 Line Markings

- (a) The home Club is responsible for ensuring a sufficient amount of paint or dye available for line markings in a colour to contrast as sharply as possible with the field.
- (b) In the event of extraordinary weather conditions such as heavy rain, field markings, particularly touch lines, goal lines and dead ball lines should be “touched up” at half time and/or just prior to the first grade match, if they have faded due to the wet weather conditions.
- (c) A Club must ensure Grid Line Markings, being unbroken lines 15cm in width and white in colour, for the following:
 - (i) 10m
 - (ii) 20m – must be dissected at the mid point by a perpendicular line 45cm in length
 - (iii) 30m
 - (iv) 40m (red line)
 - (v) 50m
 - (vi) Goal line
 - (vii) Dead ball line
 - (viii) Touch line

- (d) A Club must ensure distance markers are placed at the following lines and are white in colour with a red outline and 2.0m in height:
- (i) 10m
 - (ii) 20m
 - (iii) 30m
 - (iv) 40m
 - (v) 50m (one only opposite to NRL logo)
- (e) A Club must ensure the Field of Play has a red media restraining line marked out on either side of the field, 1.5m from the touch line. Where a Venue has appropriate distance between the dead ball line and the fence, a further restraining line should be marked parallel to and the length of the dead ball line (minimum distance five metres).
- (f) Lines must be marked both 10m and 20m from the touchline. Lines must be marked both 10m and 20m from the touchline. These are to be 10cm in width and white in colour to a length of five (5) metres (2.5m either side of cross line for free kicks and 5m between cross lines for scrum marks).

10.5 Warm Up Area during Match

A warm up area for interchange players must be made available along the touchlines or behind the goal posts.

10.6 Drainage

The field should have underground drainage to allow play during rain and after periods of extended rainfall.

10.7 Inspection

- (a) A Club must inspect the Playing Surface 24 to 48 hours prior to a Match to ensure it meets these Standards. If a Club has concerns about the Playing Surface, it must promptly notify NRL.
- (b) NRL has the right to inspect the Playing Surface of any Venue at any time, including to investigate complaints made by away Teams.
- (c) NRL may make any recommendation, including cancellation of any NYC or curtain raiser.

11. EQUIPMENT

11.1 Field of Play Equipment

The following Field of Play equipment must be provided at all Venues:

- (a) Corner posts (and spares) of a type approved by the NRL Head of Football
- (b) Corner post pads, which must not be wider than the width of the touch line;
- (c) Goal posts white in colour and meeting the following dimensions:
 - (i) Height – 16m (minimum)
 - (ii) Width – 5.5m
- (d) A Cross Bar white in colour with a black centre indicator and at height of 3m;
- (e) Goal posts must not carry any signage or advertising, including flags on uprights;
- (f) Goal post pads of a design and material approved by NRL Head of Football to a maximum width and depth of 50cm to ensure that the pads do not become more of an obstruction than necessary to ensure Player safety; The pads should be a dimension of 450mm x 450mm 1800mm and be made of a sponge foam composite.

- (g) Sand or soil bins safely positioned on both sides of the ground. If sand buckets are to be taken onto the Field of Play, they must be made of pliable plastic and of a size and shape no larger than a standard “golf style” sand bucket.

11.2 Club Equipment

- (a) A Club must ensure that all of the equipment or materials of any kind it brings into a Venue are used, installed, stored and maintained in accordance with any Law or prevailing safety standards, regulations or requirements in force from time to time.
- (b) A Club must not install or bring into a Venue any flammable, explosive or other dangerous goods or any items to be used in conducting a potentially dangerous activity or a pyrotechnic activity, without the prior written approval of the NRL. NRL may develop approval protocols.

11.3 Supplementary Equipment

NRL, Broadcaster or Competition Partner has the right to bring onto the Venue any additional equipment, lighting or sound equipment necessary for the safe or professional conduct of a Match.

PART C - FACILITIES

12. PLAYER FACILITIES

12.1 Bus Parking

Team buses must be capable of parking close the Team's dressing room with no access by the general public.

12.2 Dressing Room Requirements

- (a) Each Team must be provided with a separate dressing room of commensurate standard between the home and away Team. The room for the visiting Team must be clean and available for the exclusive use of that Team at least 90 minutes prior to the scheduled kick-off time.
- (b) Each dressing room must be large enough to safely and comfortably fit 50 people and must contain the following:
 - (i) Air-conditioning or adequate flow of air;
 - (ii) Adequate space for Team to change;
 - (iii) Lockable storage area for personal belongings;
 - (iv) Massage table;
 - (v) At least six (6) showers;
 - (vi) At least four (4) urinals and at least two (2) toilets;
 - (vii) At least three (3) rub down tables and three (3) strapping benches;
 - (viii) Non-slip surfaces;
 - (ix) Whiteboard and useable whiteboard markers;
 - (x) Adequate lighting (preferably angle poised light), sink with hot and cold water, soap, wall dispenser and paper towels;
 - (xi) Refrigerator and access to ice; and
 - (xii) Ice-baths (or be in close proximity to the dressing rooms).
- (c) Dressing room must contain audible warning alarm, which will be activated approximately two (2) minutes prior to the Teams being required to take to the field in each half.
- (d) The medical treatment of Players and the provision of medical facilities and equipment are covered under Part D (Medical).
- (e) At all times a Club must provide adequate security around dressing rooms in accordance with Part H (Security and Emergency Management).

12.3 Location of Dressing Rooms

- (a) Team dressing rooms must have direct, private and protected access to the Field of Play and not be accessible by the general public or un-accredited personnel.
- (b) The secure player's race for entry to the field must be a non-slip surface.

12.4 Warm-up Area before Match

- (a) A Club must provide each Team with a secure warm up area before the Match.
- (b) All Teams are entitled to warm-up on the Field of Play on Match day, unless otherwise advised by the NRL (subject only to the completion of any preliminary matches and the state of the Playing Surface due to inclement weather).

- (c) If a Team elects to warm-up on the Field of Play, they will be restricted to the area between the 20 metre line and dead ball line. If available, the area immediately behind the dead ball line can also be used.
- (d) Venues with separate warm-up areas must ensure such areas are safe, secure, and suitable for warm-up purposes. These separate warm up areas must:
 - (i) Have appropriate lighting;
 - (ii) Be in close proximity to the Team's dressing room;
 - (iii) Be accessible without crossing main roads or congested areas;
 - (iv) Be secure and appropriately fenced or roped;
 - (v) Have evenly grassed surface; and
 - (vi) Have security if it is necessary to move Players through Spectators.

12.5 Team Benches

- (a) A Venue must be equipped with two covered team benches at pitch level for the home and away Team, each with seating room for at least 20 people and positioned at least 5m from the touchline.
- (b) Both the home and visiting Team benches must be on the main broadcasting side of the field.
- (c) Where team benches are location within the Playing Area a maximum of 12 chairs must be provided for each Team and placed parallel to the touch line and located as near to the 50m line as possible. These chairs should be of a resilient nature with shortened legs in order that Spectator's views are not impeded.

13. COACHES FACILITIES

13.1 Coaches Box

A Venue must have the following facilities for coaches and be of comparable construction, fit out and position for both home and away Teams;

- (a) two separate match viewing facilities for the coaches of the opposing Teams. These facilities must be capable of seating six people each and must include a television monitor with a live feed of the host Broadcaster's match telecast;
- (b) the coach's box for either the home or away Team must not be situated next to the referee's box;
- (c) Each coach must also be provided with a coaches area on the side-line; and
- (d) A hardwired telephone line to the bench area.

13.2 Coaches Bench

Each coach must be provided with a coach's area or enclosure on the side line suitable for seating of reserves and first aid personnel.

14. MATCH OFFICIALS FACILITIES

14.1 Dressing Room

- (a) Match Officials must be provided with a separate and secure dressing room of highly professional standard. The dressing room must be large enough to safely and comfortably fit 10 people and must contain the following:
 - (i) Air-conditioning or adequate flow of air;
 - (ii) Adequate space for Match Officials to change;
 - (iii) Lockable storage area for personal belongings;

- (iv) A table and five (5) chairs;
 - (v) At least one (1) shower;
 - (vi) At least two (2) toilets;
 - (vii) At least one (1) rub down table;
 - (viii) Non-slip surfaces;
 - (ix) Adequate lighting (preferably angle poised light) with hot and cold water, sink, soap, wall dispenser and paper towels; and
 - (x) Refrigerator and access to ice.
- (b) Dressing room must contain an electronic warning alarm. This warning alarm will be activated approximately two (2) minutes prior to the Teams being required to take to the field in each half.
- (c) Match Officials dressing rooms must have direct, private and protected access to the Field of Play and not be accessible by the general public or un-accredited personnel.

14.2 Match Officials' Seating Area

Match Officials must be provided with 16 reserved seats in an undercover grandstand.

14.3 Video Referee

- (a) Video Referee must be exclusively provided with a secure and fully enclosed box for two (2) people with an unobstructed view of the Field of Play. The box must contain mains power.
- (b) The box must be located as close as possible to half way and near the host Broadcaster box. Video Referee must not be located next to the coaches' boxes.
- (c) All communications equipment will be provided by NRL or the host Broadcaster.

14.4 Official Timekeeper

NRL official timekeeper must be provided with a room in an elevated position with an unobstructed view of the Field of Play. Ideally, this should be located with the switch or equipment to operate the siren.

14.5 Sin-bin Operators Area

[Please refer to operations manual for sin bin operations](#)

14.6 Interchange Officials Area

[TBC]

15. SPECTATOR FACILITIES

15.1 Directional Signage

A Venue must have appropriate and adequate directional signage so as to ensure Spectators can easily locate their allocated seats, as well as find venue services, first aid and amenities.

15.2 Public Facilities

Public facilities must be provided as follows:

- (a) Toilet facilities must comply with the Building Code of Australia, minimum standard applied sees *1:200 seated and 1:125 for urinals*.

- (b) Food and beverage concession outlets and all Spectators must be within 60 metres of a food and beverage outlet;
- (c) Demonstration of a public transport plan to the Venue;
- (d) Adequate car parking; and
- (e) First aid and medical requiring accredited first aid personnel equipped with available oxygen and AED together with dedicated public treatment room.

15.3 Facilities for Spectators with a Disability

- (a) A Venue must have dedicated access and seats for Spectators with a disability and their carers. In addition, dedicated catering and sanitary facilities in the vicinity of the sector where they are seated.
- (b) The minimum facilities that must be provided at each Venue are:
 - (i) Designated parking;
 - (ii) Toilets must comply with the Building Code of Australia and be commensurate with the Venue capacity;
 - (iii) Seating must comply with the Building Code of Australia and be commensurate with the Venue capacity;
 - (iv) Designated coach parking; and
 - (v) Designated taxi pick up and drop off point.

16. VIP AND HOSPITALITY FACILITIES

16.1 A Venue must be equipped with at least 100 VIP seats situated in the grandstand as close as possible to the half way line.

16.2 A Venue must have at least one exclusive hospitality area of 250 metres squared.

17. OTHER FACILITIES

17.1 A Venue must allocate rooms for the exclusive use of:

- (a) Ball kids;
- (b) Cheerleaders; and
- (c) Sports presentation and half time entertainment or activations.

17.2 Venue must allocate a box to support NRL match day staff and gear for at least 5 people. This box is to include 1m³ of lockable storage for NRL specific match day resources.

18. STORAGE

18.1 A Venue must have a minimum of two storage rooms that can be secured, with an area of 10 square metres and close access to the Field of Play.

18.2 The storage rooms must be in a protected area away from the public.

PART D – MEDICAL

19. MEDICAL FACILITIES FOR PLAYERS AND SPECTATORS

19.1 Venue Medical Room

A Venue must have a specifically allocated medical room of adequate size of 4m x 5m located on the ground floor to enable unobstructed access to treating Players and Officials, including for the management of serious injury that may require resuscitation and intensive treatment. Ideally, this medical room should be situated between the two dressing rooms, enabling Medical Officers from home and visiting Teams to assist each other.

19.2 Players Medical Facilities

- (a) A medical room located in close proximity to players' dressing rooms and the Field of Play and equipped as follows:
 - (i) an examination bed for assessing and treating Players with injuries, minor head injuries, concussion, fractures, lacerations and the like;
 - (ii) Appropriate benching for medical equipment/ Bags
 - (iii) Dedicated suture table
 - (iv) chemicals and equipment to deal adequately with blood contamination of clothing, equipment and surfaces:
 - (A) Disposable surgical gloves;
 - (B) 1:10 solution of bleach;
 - (C) Disposable paper towels; and
 - (D) Plastic bags;
 - (v) a telephone with contact numbers of local hospitals displayed. The telephone should be hands-free to allow consultation with external medical experts should the need arise;
 - (vi) Dedicated contaminated waste & sharps containers that are regularly emptied/ disposed of
 - (vii) hot and cold water, sink, soap, wall dispenser and paper towels; and
 - (viii) refrigerator and access to ice.
- (b) The medical facilities must contain adequate light (preferably angle poised light) and air-conditioning or adequate flow of air.
- (c) There must be unobstructed access to enable the injured Player to be taken by stretcher from the Field of Play.
- (d) There must be ready and unobstructed access for ambulances at all times. The ground surface outside of the medical rooms must be sealed for ease of access by emergency vehicles.

19.3 Spectator Medical Facilities

Fully equipped and appropriately staffed first aid facilities must be made available for Spectators in each sector of the Venue. These facilities must be clearly identified and access to them clearly signposted.

19.4 Cleaning and Hygiene

- (a) All medical and first aid rooms must be cleaned regularly. A rubbish bin must contain plastic liners, which are to be disposed of after each training session or Match.
- (b) Needles and syringes must be disposed of after use in a suitable waste disposal kit.

20. MEDICAL EQUIPMENT AND SUPPLIES

20.1 Medical Equipment

A Venue must have the following medical equipment available in the Players Medical Room at each Match:

- (a) An AED (Automated External Defibrillator) requiring regular maintenance and certification;
- (b) Oxygen with appropriate masks and oral airways. Detailed further in 20.2 (a);
- (c) Suction machine;
- (d) At Least two IV Poles and a minimum of six IV giving sets;
- (e) Sharps container;
- (f) Designated contaminated waste disposal container with regular disposal and maintenance;
- (g) Splints;
- (h) Aussiescoop 425GT stretcher or long spine board;
- (i) Stretcher for non-spinal/ neck injuries;
- (j) Rigid cervical extrication collars (2) – stiff neck or equivalent; and
- (k) Head immobilising device – ‘head bed’ or equivalent.

20.2 Medical Supplies

- (a) A Venue must have the following medical supplies readily available at each Match together with being in working order and have regular certification from appropriate body:
 - (i) Laerdal or CIG resuscitator bag (eg ambu-bag)
 - (ii) Oxygen Supply capable of at least 15L
 - (iii) Face masks
 - (iv) Airways, guedel, sizes 3,4,5
 - (v) Laryngeal Masks (single use disposable) 3,4,5
 - (vi) Lubricant for intubation / placement of laryngeal mask
 - (vii) Endotracheal Tubes, protex hilo, sizes 7,8,9
 - (viii) Endotracheal tube inducer, adult
 - (ix) Syringes 10ml, linen taped to rubber shod Harrison-Cripps forceps
 - (x) Linen tape, 2.5cm width by 3 metres (to secure an Endotracheal tube)
 - (xi) Trauma scissors (to remove clothing, cut tape)
 - (xii) Adrenaline 1:1000 in 1 ml amps x 5
 - (xiii) Atropine 600 µg amps x 5
 - (xiv) Syringe 2ml x 5
 - (xv) Alcohol swabs
 - (xvi) Intravenous cannula 14g x 5
 - (xvii) Intravenous cannula 16g x 5
 - (xviii) Intravenous cannula 18g x 5
 - (xix) Large 12gauge cannula for needle decompression or needle cricothyroidotomy x 2
 - (xx) Tourniquet
 - (xxi) Opsite to secure IV
 - (xxii) Giving Set x 6
 - (xxiii) Normal Saline 1000ml x 6
 - (xxiv) Tape zinc oxide leucoplast 1cm width x 1 roll
 - (xxv) Oxy Viva or manual suction
 - (xxvi) Methoxyfluorane analgesic whistle x 2
- (b) Club Medical Officers are responsible for the provision of:
 - (i) Morphine / Narcotic analgesics;
 - (ii) Midazolam;

- (iii) Maxolon; and
- (iv) Other drugs as required by his or her Team.

21. EMERGENCY SERVICES AND MEDICAL PERSONNEL

21.1 Ambulance

Each Match must have a player dedicated ambulance present with at least one intensive care paramedic and equipped with oxygen, masks, defibrillator, I/V dripsets, emergency medicaments and trained medical staff.

21.2 Helicopter

A Venue must have access to enable helicopter evacuations in the event of serious head or neck trauma injuries.

21.3 Medi-Cab or Stretcher Bearers

A Venue must provide a medi-cab (where suitable and easy access to dedicated venue medical room) to safely remove injured Players from the Field of Play. If a medi-cab is not available, Club must provide at least eight stretcher bearers in good physical condition.

21.4 First Aid

[TBC]

22. UNOBSTRUCTED ACCESS

A Venue must have clear entrance and direct access for ambulance and emergency services vehicles to access the Venue and the Field of Play.

23. ANTI-DOPING FACILITIES

23.1 A Venue must be equipped with a dedicated Anti-Doping Control Room that is located near the Teams' dressing rooms and is inaccessible to the Media and the public. The room must be at least 20 metres squared and comprise a waiting room, testing room and toilet area with an attached bathroom, all adjoining.

23.2 The waiting room must contain sufficient seating for eight people and a refrigerator equipped with non-alcoholic beverages in sealed bottles.

23.3 The testing room must contain a minimum of one table, four chairs, a sink with running water, a lockable cabinet and a toilet.

PART E – MEDIA AND BROADCAST

24. MEDIA RIGHTS

A Club acknowledges that NRL has entered into exclusive arrangements relating to Broadcasting Rights and a broadcasting agreement requires NRL to give its Broadcaster the exclusive right of access to Venues to record Matches for transmission, display and distribution by way of television, televisual exhibition, radio and video (in all forms whenever devised) in any part of the world.

25. MEDIA AND BROADCAST FACILITIES

25.1 Outside Broadcast Production

A Venue must have the infrastructure, cabling and equipment required to televise the Match as specified with *Free TV OP 32 TV Coverage Plan for Rugby League, Rugby Union and Soccer Matches June 2007*.

25.2 Print Media Facilities

- (a) A Venue must have a media tribune for at least 15 print media at each Match:
 - (i) An enclosed and undercover working area with seating and bench space offering a clear view of the entire field of play;
 - (ii) All working areas to be located on or close to the halfway line;
 - (iii) Effective wireless internet access;
 - (iv) Each position to have access to mains power and at least one (1) power point;
 - (v) Minimum of one (1) television monitor with a live feed of the Host Broadcaster's match telecast;
 - (vi) Four (4) telephone outlets; and
 - (vii) Have an unobstructed view of the entire Field of Play.
- (b) A Club must identify with Venue an 'overflow' area to accommodate additional media who have confirmed their attendance at a Match.
- (c) There must be an exclusive access path for Media from the media tribune to the Post Match Press Conference Room.
- (d) Security arrangements should be in place to protect Media equipment during post-match media conferences.
- (e) Media should have access to the work area for filing purposes for at least three (3) hours following full-time.

25.3 Radio Media Facilities

- (a) A Venue must have a minimum of three (3) enclosed radio broadcast boxes for radio media for each Match. Each box must:
 - (i) be sound-proofed;
 - (ii) be capable of fitting three (3) persons wide and three to four (3-4) persons deep to accommodate callers, technical support and other commentators;
 - (iii) contain a television monitor; and
 - (iv) have at least two (2) double power-points.
- (b) All communication equipment and production is the responsibility of the Broadcaster.
- (c) Commentary positions should have the ability to patch video from the OB Van to the position and to patch audio from the commentary position to the OB Van.

25.4 Television Media Facilities

- (a) A Venue must have the following facilities for Broadcasters for each Match:
- (i) A main commentary box for at least eight (8) people for use by the Host Broadcaster with telephone and power (minimum of four (4) power jacks);
 - (ii) A secondary commentary / studio box for at least three (3) people to be used by a secondary broadcaster;
 - (iii) Suitable unimpeded broadcast platforms and positions as required by the Host Broadcaster;
 - (iv) An outside broadcast van area and parking for 15 cars as close as possible to the outside broadcast area;
 - (v) Access to a sound-proofed hosting position adjacent to the broadcasting box;
 - (vi) All broadcasting positions to be fully enclosed; and
 - (vii) Security for all television Broadcast areas.
- (b) The Host Broadcaster at each Match has priority over other video providers (such as coaching purposes) on television camera decks.

26. CAMERA POSITIONS AND CABLING

[Recommend inserting the Camera Positions from OP 32, which cover central location of camera platforms, light and angles, and dimensions of platform etc. Would also be useful to attach a broadcast map, outlining the preferred camera positions for matches]

[Recommend inserting the Cabling requirements from OP 32 and allow for permanent solutions and advances in technology]

- 26.1 A venue must have cabling from OB van to camera platforms, commentary boxes, camera positions, all other operations areas, and to the nominated Post Match Press Conference room. These cable routes within a Venue should allow for obstacle free installation and removal of cables.
- 26.2 TV cable installations are site specific and need to be planned on an individual basis, but provision needs to be made for cable routes that provide ease of access, do not compromise Venue aesthetics and do not present risk to workers or public.

27. OB VAN

- 27.1 A Venue must have an OB van area located on the same side of the Venue as the main camera platforms and having surface dimensions of at least [600 metres squared]. This area must be appropriate for host Broadcaster and Broadcasting Rights licensees multilateral and unilateral television and radio broadcast operations, including up and downlinking to domestic and international satellites and easy access for large vehicles.
- 27.2 A Venue must supply access to the main back up power for the OB compound as required by host Broadcaster.
- 27.3 OB van should be fenced off from public access for security of television operations and for public safety.

28. PHOTOGRAPHERS POSITIONS

A separate photographer's area that can accommodate a minimum of ten people must be provided at each Venue, including access to phone lines, a television monitor and multiple power outlets and effective and wireless internet access.

Effective management and identification whilst on FOP for photographers should be a unified accreditation system. This system should be in the form colored bibs that provide access to various areas of the field. Listed below:

- **Red** - The only bibs that will give access to the field at the end of game. These also give sideline access
- **Yellow** - These are for Eastern sideline and Western sideline positions
- **Blue** - for photographers assigned positions behind the in-goal (also those shooting crowd shots and in the stands)
- **Orange** - Technicians & Sideline Eyes

29. POST MATCH MEDIA CONFERENCE

29.1 A Venue must have a Post-Match Media Conference room that provides:

- (a) An elevated head table to seat 3-4 people;
- (b) Sufficient space for twenty people in classroom style seating;
- (c) Sufficient space for four camera positions with camera platform measuring .5m in height, 6m in width and 2m in depth;
- (d) Power extension lines for ENG cameras, a split box, sound system with more than six sound outputs;
- (e) Clearly defined secure access points for Media and interviewees and security to prevent unauthorised access;
- (f) All seating in the media conference will be designated by way of a 'seating plan' displayed in the media area; and
- (g) An approved media backdrop provided by the home Club.

29.2 The Post Match Media Conference room must be located on the same side of the Venue as the press box and in close proximity to the Teams' dressing rooms.

30. MIXED ZONE

30.1 A venue must allocate an area for the mixed zone. This area must be well lit and must be located on the way [to and] from the team dressing rooms to the team transport area.

30.2 The mixed zone must be divided into three areas: for broadcast crew, radio reporters and print journalists.

30.3 The mixed zone must be secure and accessible only to Players, Team Officials and Media.

31. SAFETY IS PARAMOUNT

31.1 Cameras and equipment for Matches must be positioned so as to afford no danger to Players, Match Officials or others who may be on the ground.

31.2 Cameras and tripods located within 5 metres of the Field of Play must be covered with protective padding by Broadcasters to ensure the safety and welfare of Players.

32. MEDIA CATERING AND PARKING

32.1 A Club must provide reasonable catering (sandwiches, cold drinks and tea and coffee) to all media in attendance at Matches (other than broadcaster) separately in both the media box and photographers' area.

32.2 A Club must provide parking space of adequate size to accommodate technical vehicles of host Broadcaster. They must be located in preferential locations adjacent, or as close as possible, to host Broadcaster working areas and must provide direct access to such areas.

Parking spaces must be in close proximity to Venue entrances to facilitate loading and unloading of unilateral and other equipment.

32.3 A reasonable allocation of media parking will be provided to the extent to which a Club is practically able.

PART F – COMMERCIAL

33. SPONSORS

A Club must ensure Competition Partners obtain unfettered access to a Venue to obtain the rights and benefits granted by NRL under written sponsorship agreements.

34. SIGNAGE

34.1 Ground Signage

- (a) In accordance with the Club Licence Agreement, a Club must ensure the following NRL signage rights are met at its Venue for home NRL Matches:
 - (i) Two (2) Signs positioned on the half way line;
 - (ii) One (1) Sign positioned behind each goal line (in direct line with a TV camera); and
 - (iii) LED
 - (iv) Exclusive use of the Playing Surface for Signage.
- (b) In accordance with the Club Licence Agreement, a Club must ensure the following NRL signage rights are met at its home Venue for Toyota Cup matches.
 - (i) 8 side line bolsters in prime TV positions. 2.5m long x 4m high. Signs must be positioned to receive the best coverage; and
 - (ii) 2 sideline bolsters positioned behind each goal line (in direct line with the tv camera).

34.2 Temporary Signage

- (a) Each Club is responsible for ensuring that all temporary Signage (such as scrolling, A-frames, bolsters etc.) is positioned so that it does not present a potential safety risk to Players or Officials. In inclement conditions, a Club must ensure Signage is placed no less than 5m (FOP Exclusion zone) from the Field of Play so as not to pose an injury risk to a sliding Player.
- (b) On match day, it is the responsibility of the home Club to prevent the display of temporary Signs or banners which obstruct sight lines of existing perimeter fence signage or which are inflammatory, derogatory, in general bad taste or otherwise in breach of conditions of entry.

34.3 Virtual Signage

NRL and its Broadcaster have the exclusive right to Virtual Signage and Venue Operator and Club must provide unfettered access to the Venue as required by NRL from time to time.

35. CONCESSIONS

- 35.1 A Club has the right to display and sell merchandise, programs and other concessions at the merchandising outlets at a Venue on Match day. The Venue must have all concession spaces, infrastructure, technology and systems necessary to facilitate these concession rights.
- 35.2 A Venue Operator is responsible for ensuring there are sufficient concessions open before and during the Match, providing a range of food options for Spectators to purchase.
- 35.3 A Venue is responsible for ensuring there are adequately staffed bars open before and during the Match. A Venue Operator must ensure it has a licence under relevant Liquor Licensing

Acts and complies with all Laws relating to the responsible service of alcohol, including the engagement of appropriate personnel.

36. TICKETING

36.1 A Club is responsible for the production, sale and distribution of Tickets for Matches at its home Venue.

36.2 It is NRL policy that any Spectator having been sold or otherwise provided with a Ticket is entitled to a clear unobstructed view of the Match for the whole of the Match from the Spectator's seat unless that Spectator was advised of any obstruction before purchasing the Ticket, subject to natural obstructions such as physical attributes of other Spectators, the positioning of Officials or Players or the temporary positioning of continuously moving equipment (such as portable cameras, first aid buggies and the like).

36.3 The NRL Operations Manual details ticketing allocations for Teams, season passes admission prices, ticket design and required information. Clubs must accept Tickets and season passes for admission to Match and ensure Venue ticketing staff are appropriately briefed.

36.4 Venue Ticketing System

- (a) A Club must ensure that the ticketing system at the Venue is of a standard suitable and adequate for the conduct of the Matches and that it accounts for advances in technology.
- (b) For safety and security reasons, the ticketing system must be capable of determining the number of Spectators in the Venue at all times, and especially in grass and other no seated areas.
- (c) The onus is on Venue Operator and ticketing agent to have a backup system in place should the usual ticketing system fail or there is some kind of power loss.
- (d) A Club needs to work closely with the Venue Operator and ticketing agent to ensure there is a sufficient number of staff on duty on match day. Ticket boxes should be open at least 30 minutes before the scheduled Venue opening time.

36.5 Ticket Conditions

- (a) A Clubs and Venue Operator must comply with NRL Ticket Conditions as provided from time to time and ensure gate attendants are familiar with those Ticket Conditions.
- (b) Players and Spectators need to be protected from any type of missile that can be thrown or launched, which could cause injury.
- (c) Ticket Conditions need to be displayed at all access points in to a Venue. This needs to incorporate information on restricted and prohibited items such as flares, fireworks, loudhailers, banners or placards displaying political messages or slogans, any items prohibited by law.

36.6 Family Zone or Dry Area

A separate area of the Venue is to be designated a 'dry area' or family zone where no alcohol is allowed to be consumed.

36.7 Away Supporters

A Club must provide at least 5% of net saleable capacity exclusively to supporters of the away Team in a segregated area.

PART H – SECURITY AND EMERGENCY MANAGEMENT

37. CONTROL ROOM

- 37.1 A Venue must provide a central control room, for Venue security and police to oversee Match security and monitor ingress and egress. It must have monitors for a television surveillance system ensuring an overall view of the inside of the Venue as well as equipped with communication facilities.
- 37.2 The CCTV system cameras are to be recorded and records of total hire period should be made available to NRL on request. The CCTV system should also have the capacity to view and identify each individual attendee and seating location

38. PUBLIC ACCESS AND EGRESS

- 38.1 All access points to a Venue must be manned by appropriate personnel and have an identified area for examining bags and objects brought into the Venue. Entry gates/turnstiles must be designed to avoid congestion and ensure Spectators can move easily to their seats.
- 38.2 Approaches to a Venue must be adequately signposted to guide Spectators to their sectors and all turnstiles, entry and exit gates must be operational and clearly indicated by signs which are universally understood.
- 38.3 All public passageways, stairways and exit doors in Spectator areas must be painted in a bright colour.
- 38.4 All exit doors and gates must remain unlocked while Spectators are in the Venue to facilitate quick and easy exit in the case of emergency.
- 38.5 For the purpose of ensuring safety and guiding Spectators, a Venue must be equipped with an emergency lighting system approved by competent local authorities for use if there is a general lighting failure in all parts of the Venue to which the public has access, including all exit and evacuation routes.

39. MINIMUM SECURITY POSITION

- 39.1 A Club is responsible for devising, planning and implementing adequate security and safety for home Matches, which must cover Players, Match Officials, Media and Spectators (**Venue Security Plan**), which comply with these Standards, the Minimum Security Position and all Laws.
- 39.2 The Minimum Security Position covers guidelines in terms of the following areas:
- (a) Perimeter security;
 - (b) Field of Play;
 - (c) Tunnel security;
 - (d) Venue security staff;
 - (e) Incident management;
 - (f) Crowd management;
 - (g) Accreditation policy; and
 - (h) Access and screening.
- 39.3 A Venue must provide the facilities, resources, equipment and systems, and conform to the Match day requirements, as specified in the Minimum Security Position.

40. EMERGENCY MANAGEMENT

- 40.1 A Venue must have adequate procedures for crowd control, removal of spectators, security, disasters, emergencies and evacuations (***Emergency Management Plan***), which comply with these Standards, Minimum Security Position and all Laws. This includes availability of first aid, medical, police, fire brigade, ambulance and other emergency services for each Match.
- 40.2 Without limiting the generality of the obligation in clause 40.1, a Venue must:
- (a) have clearly signposted and adequately lit emergency exits in accordance with Australian Standards and must be free from any form of obstruction;
 - (b) ensure there is adequate space provided to allow the effective ingress and egress of emergency response vehicles; and
 - (c) have appropriate systems for detection, warning and control of fires available and maintained as required by Law.

41. ACCREDITATION – NRL WIDE SYSTEM

41.1 Restricted Areas

- (a) A Club must implement an accreditation system to ensure that restricted areas have suitable signage and security to prevent access by those without the appropriate level of accreditation. Access needs to be restricted to at least the following areas:
 - (i) Team dressing rooms;
 - (ii) Match Officials' dressing rooms, including video referee and referee assessors;
 - (iii) Team medical room;
 - (iv) Field of Play;
 - (v) Player tunnel;
 - (vi) Media and broadcast areas, including OB compound, press box, ground announcer, sports presentation
 - (vii) Venue operations and control room.
 - (b) Other areas of a Venue may need to have restricted access to ensure effective and efficient game day operations and to ensure the safety of Players and Officials.
 - (c) An accreditation board, including all valid accreditation passes, must be displayed at each entry point into the Venue and into the restricted areas.
- 41.2 A Club must implement the NRL Media Accreditation Policy as instructed by NRL from time to time to control and manage Media access to the Venue. Media accreditation is available only from the NRL Media and Communications Department and is issued subject to the NRL Media and Accreditation Terms and Conditions.
- 41.3 To facilitate Media coverage around deadlines and to alleviate congestion in dressing room areas, the NRL expedites post-game media access by way of a 'tiered' accreditation system. Each Club is required to issue a 'day pass/access band' that must allow selected Media representatives priority access to the main dressing room for the ten minute 'priority period' outlined within the tiered accreditation guidelines.

PART H – TRAFFIC AND TRANSPORT

42. TRAFFIC MANAGEMENT

A Club must ensure there is a detailed Traffic Management Plan, which is developed in consultation with the Venue Operator and relevant security, police and transport representatives. This plan must seek to minimise delays before and after the Match and ensure the safety of pedestrians on immediate exit from the Venue.

43. PUBLIC TRANSPORT

43.1 A Club must develop and widely promote a public transport plan to the Venue and notify public transport authorities of scheduled matches in advance.

43.2 A Club must promote the use of public transport to and from the Venue in its publicity materials, advertising and integrated ticketing arrangements prior to a Match.

44. PARKING

Parking requirements for Match day at each Venue are as follows:

- (a) Designated coach parking for Teams and, if possible, this should be inside the Venue;
- (b) At least two (2) parking spaces are to be made available for the NRL Match Officials as near as possible to the dressing room;
- (c) Club Medical Officers in close proximity to the Team dressing room to enable immediate access to vehicle to retrieve essential medical drugs or equipment;
- (d) A reasonable allocation of media parking will be provided to the extent to which a Club is practically able;
- (e) Parking for a technician, three (3) presenters and one (1) sideline – eye;
- (f) An outside broadcast van area and parking for 15 cars as close as possible to the outside broadcast area;
- (g) Disabled parking;
- (h) Designated taxi pick up and drop off point;
- (i) Adequate parking for the public.

PART I – COMPLIANCE AND INSURANCE

45. LEGISLATIVE COMPLIANCE

- 45.1 A Club and Venue Operator must comply, and ensure its personnel and subcontractors comply, with:
- (a) any and all applicable Laws and NRL Regulations, including workplace health and safety, accessibility, emergency evacuation and consumer protection;
 - (b) these Standards; and
 - (c) all reasonable directions and requirements of NRL within the scope of these Standards.
- 45.2 A Club and Venue Operator must obtain and maintain all necessary consents, licences, approvals and permits required by Law or otherwise in order for it to meet its obligations under these Standards, including any such things required in relation to construction at the Venue or hosting of the Matches.

46. WORKPLACE HEALTH AND SAFETY

- 46.1 A Club and the Venue Operator must comply at all times with all applicable Laws relating to occupational or workplace health and safety. Any Venue Operator workplace health and safety procedures and requirements must be made known to Club from time to time.
- 46.2 Without limiting the generality of section 46.1 above, the following applies:
- (a) Scaffolding, camera tracks, aerial cabling and other constructions are to be installed by suitably licensed persons;
 - (b) Camera cranes, scissor lifts, fork lifts and other mobile work platforms are to be operated by licensed persons; and
 - (c) Electrical installations are to be undertaken by persons, and tested and tagged in compliance with statutory regulations.
- 46.3 A site specific risk assessment is to be undertaken by venue management and television outside broadcast operations (**TVOB**) management during planning stages of the event. TVOB personnel are to be inducted as to Venue and TVOB safety requirements prior to commencement of duties.

47. NRL ACCESS AND AUDIT

A Venue Operator must from time to time permit representatives of NRL and those authorised by them to have access to the Venue at no charge at a mutually agreed time for the purpose of:

- (a) Inspecting the state of repair of and the facilities at the Venue;
- (b) Monitoring compliance by Venue Operator and Club with these Standards;
- (c) Conducting an annual audit; or otherwise for Match planning purposes.

48. INCIDENT NOTIFICATION AND REPORTING

- 48.1 A Club and the Venue Operator must promptly inform the other party and NRL of any material damage to the Venue or serious injury to anyone in the Venue.
- 48.2 A Venue must provide a copy of its incident notification and reporting systems.

49. INSURANCE

- 49.1 A Club and Venue Operator must each effect and maintain with a reputable insurer appropriate insurance policies sufficient to meet any claims arising from the provision of the Venue and performance of its obligations under these Standards, including:
- (a) Product and public liability insurance for no less than \$50 million for a single occurrence from a reputable insurer, containing terms normally contained in such policies;
 - (b) All workers' compensation insurance required by Law; and
 - (c) Any insurance required by Law.
- 49.2 The risk of hosting Matches remains with host Club and it must cover its risks by means of any additional insurance it considers appropriate.
- 49.3 A Club must, if requested by the NRL, produce evidence satisfactory to NRL of the existence, currency and contents of the insurance specified in this clause.

50. NON-COMPLIANCE WITH STANDARDS

- 50.1 If at any time during a Season, NRL deems for any reason that a Venue is not fit for the staging of Competition Matches, the NRL will consult that host Club and propose an alternative venue.
- 50.2 If a Venue does not comply with these Standards, NRL may direct a Club to move the Matches to an alternative venue and to meet all costs associated with that move, including those of NRL, Broadcasters and Competition Partners.
- 50.3 NRL is not liable for any costs of compliance, including costs of rectification or remedial work.

PART J – GENERAL PROVISIONS AND DEFINITIONS

51. GENERAL PROVISIONS

- 51.1 If there is any inconsistency between a term of these Standards and a term or terms of Club Licence Agreement, the term of this VMS governs to the extent of that inconsistency.
- 51.2 NRL will interpret all terms of this VMS from time to time and any such interpretation will be final and binding on every person.
- 51.3 Any breach of, or non-compliance with, these Venue Minimum Standards by a Venue Operator will be deemed to be a breach by the home Club hosting a Match at that Venue.
- 51.4 The failure by NRL at any time to enforce any of its powers, remedies or rights under these Venue Minimum Standards will not constitute a waiver of, or affect NRL's rights to enforce, those powers, remedies or rights at any time.
- 51.5 A party notifying or giving notice under this Agreement must notify in English and in writing.
- 51.6 NRL may choose not to enforce a term of these Standards in some cases in its absolute discretion without affecting its right to enforce that term in other cases.

52. DEFINITIONS

Broadcaster means any holder of Broadcasting Rights.

Broadcasting Rights has the same meaning prescribed in the Club Licence Agreement.

Club means any entity that has signed a Club Licence Agreement with NRL.

Competition means competitions as specified in clause 1.1 or as otherwise notified by NRL from time to time.

Competition Partners mean the naming right sponsor, sponsors, or licensees of a Competition as notified by NRL from time to time.

Emergency Procedures means the procedures at a Venue for crowd control, removal of spectators, security, disasters, emergencies and evacuations of that Venue.

Equipment means all equipment brought onto the Venue by or on behalf of the Club or persons authorised by it, including any signage or additional lighting or sound equipment.

Field of Play means the entire area bounded by the touch lines and dead ball lines, including the goal posts, cross bar and corner flags, as marked in accordance with the Laws of the Game.

Force Majeure means any cause preventing any party from performing any or all of its obligations which arises from or is attributable to acts, events, omissions or accidents beyond the control of the party do prevented, including any strike, lockout or other industrial dispute (except of its own employees or contractors), fire, failure or shortage of power supplies, satellite or other communications links or technical failure, abnormally inclement climate conditions, flood, lighting, storm, explosion, earthquake, subsidence, structural damage, epidemic or other natural physical disaster, riot, breach of security at a Venue, disease, civil commotion or armed conflict, war, terrorist action or the threat of any of the foregoing.

Laws mean any rules of common law, statute, regulation, by-law, ordinance or other subordinate legislation or any Australian standards or codes of practice in force from time to time in the territory in which the Venue is located.

Laws of the Game mean the laws of the game of Rugby League.

Match means any match played or to be played in a Competition, including all incidental activities such as hospitality, advertising, promotions, merchandising and pre-match, half time and post-match entertainment and precinct activity.

Match Officials mean the referee, touch judges, video referee, referee assessor, and official timekeepers, interchange bench officials and ground managers.

Match Statistics mean data, statistics or information relating to Matches or Competitions, participants and Rugby League, collected by or for, or in the possession or control of the Club, including the match result, number of tries scored, penalty kicks or conversions, names of try scorers and infringements.

Media means all members of the written press, online editors and bloggers, photographers, television news crews and broadcast rights holders and anyone else entitled to media accreditation as determined by NRL.

NRL means the National Rugby League being the governing body responsible for the administration, management and promotion of Rugby League. A reference to NRL incorporates a reference to the Australian Rugby League Commission in the context requires.

NRL Operations Manual means the Operations Manual of the NRL Competition as promulgated by NRL from time to time.

NRL Regulations mean the policies, rules and regulations of NRL as developed and implemented by NRL from time to time, including the NRL Rules, NRL Operations Manual and any operational policies and procedures relating to health, security and safety, accreditation or the staging of Competitions.

NRL Rules means the Rules of the NRL as promulgated by NRL from time to time.

Official means a Match Official and Team Official.

Player means any person who has a current signed Playing Contract with a Club and is registered with NRL or who is a member of a State of Origin or Australian representative team.

Playing Area means the entire area enclosed by the spectator fence, or such other line of demarcation, which prevents the encroachment of Spectators.

Playing Surface means grass of the Playing Area together with the subsoil of that grass.

Season means the period of time NRL prescribes for the conduct of the NRL Competition within any 12 month period, including the final series and any pre or post season or knockout cup competition conducted or organised by NRL.

Signage means all signage and advertising whether in tangible form or images generated electronically or otherwise, including rotating signage, A frame signage, toblones, signage on or around the playing surface and on the scoreboard, giant replay screens, sightcreens, drinks carts and any Virtual Signage.

Spectator means a holder of a Ticket or other form of authorised admission to a Match.

Team means a team participating in a Match, including Players and Team Officials.

Team Officials mean officials involved with the management, preparation and participation of the Team, including the coaches, manager, doctor, strength and conditioning, physiotherapist, gear person and other support staff.

Ticket means an instrument of admission or entry to a Venue for the purpose of viewing or participating in or otherwise in connection with a Match.

Ticket Conditions mean any NRL terms and conditions of sale of tickets or entry into Venues, including prohibited or restricted items, restricted access to Field of Play, Spectator behaviour standards, and eviction or banning guidelines.

Venue means the sporting arena together with the curtilage surrounding the arena (including car parking, facilities, precinct, VIP and hospitality areas, concourses, concession areas, fencing and entrances) and all surrounding areas owned, leased or otherwise controlled by the venue owner or operator.

Venue Operator means the owner and/or operator of a Venue.

Virtual Signage means any form of Signage that is not physically at the Venue, including the electronic or other digital insertion of words, figures, numbers, information, visual images or other material into a television or other broadcast in any place.

53. INTERPRETATION

In these Standards:

- (a) any use of the word 'includes' or words such as 'for example' or 'such as' do not limit anything else that is included in general speech;
- (b) the word 'person' shall include a corporation;
- (c) words importing the singular number or plural number shall include the plural number and singular number respectively
- (d) reference to "\$" or "dollars" is Australian dollars respectively depending on the country of the Territory; and
- (e) 'day' means a day when the offices of NRL are ordinarily open for business.