



Domestic Season Operations Manual

Abstract

The Domestic Season Operations Manual is designed to bring all information specific to the Gridiron Queensland Domestic Season into one place. Information that also has application to other activities, such as the Tribunal Policy and the Code of Conduct will remain as a stand-alone document but may be referenced in this manual.

This policy should apply to as many persons as possible who are involved with the activities of Gridiron Queensland, whether they are in a paid or unpaid/voluntary capacity.

This document will be reviewed season to season to reflect changing circumstances or conditions. Excepting rulings derived from approved General Meeting Resolution, the Gridiron Queensland Management Committee, or delegated authority, reserves the right to render decisions contrary to the provisions of this document if in their opinion that decision is in the best interest of the league and in accordance with achieving the objectives of the association as per the association's constitution.

GQ Domestic Season Operations Manual

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1.0 The Affiliation Process

For a club or association to become an affiliated member of GQ Inc. they are required to submit an Affiliation Application in response to an Invitation to Affiliate. A club or association affiliated in the previous season is considered to have an automatic invitation to affiliate for the new season. Any prospective new club or association must receive majority endorsement by such 'returning' clubs or associations no later than four months prior to the commencement of the new season. The details of the Invitation to Affiliate are to be determined by the GQMC.

1.1 Affiliation Requirements

Affiliation requirements include, but are not be limited to:

- proof of club or association incorporation certificate; and
- successful lodgement of the affiliation application with the GQMC before the due date; and
- payment of affiliation fees; and
- adhering to minimum player requirements and registration details; and
- having a functioning club or association administration structure and coaching staff; and
- acceptance and adherence of the rules of Gridiron Queensland and any associated or relevant rules, laws, or statutes from governing bodies ; and
- acceptance of consequences, including financial penalties, for contravention of any rules, directives, by-laws, or other imposed instructions set by the GQMC.

The Invitation to affiliate will be issued after the Annual General Meeting and applications are due within two weeks of issuance, or if applicable, the date set by the GQMC. Completed affiliation applications will be assessed by the GQMC and their decision communicated to the club or association within two weeks of receiving the application. A club or association may appeal a rejected application within one week of receiving notification of the decision as per Gridiron Queensland Inc Constitution.

1.2 Affiliation Adoption of Policies

As part of the affiliation process all members are to adopt and understand the following policies:

1. Domestic Season Operations Manual (this document)
2. GQ Constitution
3. Adopted GA policies (<https://www.gridiron.org.au/policies-resources/>) including Rules, Sanctions, Member Protection and Risk Management Policies
4. GQ Policies including, but not limited to, Tribunal Policy, Social Media Policy and those of Gridiron Queensland official website (<https://www.gridironqueensland.com>)

1.3 Affiliation Invitation and Application Document

The GQ Affiliation Application document for clubs and associations can be downloaded from:

<https://gridironqueensland.com/wp-content/uploads/2019/02/GQ-Affiliation-Application.pdf>

2.0 Team and Player Registration

2.1 Member Registration Process

All player membership and registration submissions to Gridiron Queensland are to be done online via the RevolutioniseSport platform.

Clubs and associations will be required to setup finance classes that link directly to the correct GQ and GA capitation fee. Registrations are required for all players, coaches, committee members, volunteers, and sideline personnel.

Members will be able to go directly to their club portals and submit registrations for new members or renew past years registrations for returning members.

2.2 Minimum Registrations

To reduce the likelihood of forfeits, each team must have a minimum number of valid registrations in the division's peak body team of RevolutioniseSport before it is accepted into the competition. The minimum numbers are as follows:

Youth Division:	No minimum
Junior Division:	18
Colts Division:	18
Women's Division:	18
Men's Division:	30

The date and time when registrations are due will be determined by GQMC after the AGM.

2.3 Verification of Date of Birth

Clubs must inspect and validate a copy of a government issued identification for each member, showing their name and date of birth. Once this document has been sighted and validated the club should verify the date of birth for the member within the league membership database, RevolutioniseSport.

GQMC may request the document to be presented at any stage for the member to continue participating in their respective division.

2.4 Youth, Junior, and Colts Teams

Gridiron Queensland has a long-standing strategic directive which requires clubs to make genuine and earnest efforts to field teams in Youth, Junior, and Colts divisions. With the provision for clubs to occupy more than one physical location it is expected that a club will field teams in Youth, Junior, and Colts divisions for each physical location occupied by a Men's and/or Women's division team.

Should a club fail to field a team in at least the Juniors or Colts division as required in any given season, Gridiron Queensland will engage with the club to design remedial strategies. Such strategies will be clearly defined, documented and may include mandatory reporting requirements by the club. A club that, to the satisfaction of the GQMC, diligently adopts and adheres to such remedial strategies will be allowed to continue their affiliation regardless of the success of those strategies.

A club that, in the opinion of the GQMC, has not adopted the remedial strategies satisfactorily, and subsequently fails to register at least a Junior or Colts division team, or provide suitable Youth division participation, may have restrictions imposed on them or have their affiliation cancelled.

2.5 Membership Transfers and Releases

A player, coach, or any other member who is registered with an affiliated club or association of GQ Inc. is bound to that club or association unless he/she lodges a written "Request for Transfer" with another gridiron club or association. The club the member wishes to transfer to must submit a member "Transfer" within RevolutioniseSport selecting the correct members. This will notify the applicant's previous club or association who will then approve or reject the application for transfer. If the previous club approves the transfer, Gridiron Queensland will endorse the transfer.

Where a club or association fields more than one team in a division and one of those teams withdraws from competition after the commencement of the season, the players of the withdrawing team will not be permitted to transfer to another team in the same division of that club or association.

Where a club or association fields more than one team in a division, players will not be permitted to transfer between teams after the commencement of the regular season.

A "Request for Transfer" application should be lodged prior to the commencement of the regular season for the applicable division. Prior clubs will have two (2) weeks to review the transfer application. A club or association may only decline a transfer if they believe that the applicant has not satisfied his/her financial obligation to the club or association.

Players or coaches will not be permitted to transfer between clubs or associations once the regular season has commenced unless he/she has been subjected to relocation due to family/work commitments. The GQMC may request independent verification of such circumstances. The GQMC may consider other grounds for transfer on a case-by-case basis at its discretion. The regular season is considered to have commenced at the start of the month prior to the competition's first round.

2.6 Poaching

Once the affiliation deadline has commenced, no member of an affiliated club or association, or a club or association invited to affiliate, may approach a member of another affiliated club or association, or club or association invited to affiliate, for the purpose of recruitment with an offer or incentive that is not freely available to all, unless that member has written authorisation from the club or association of the member being approached, granting permission for the approach.

Allegations of poaching are to be resolved by the Gridiron Queensland Judiciary.

3.0 Competition Divisions and Age Requirements

3.1 Age Cut-off

A player must be no older than the upper age bracket for the respective competition during the calendar year of competition commenced.

For example, an individual who is 17, or will be turning 17 during the year of competition, even if the individual turns 17 after the conclusion of the competition but in same calendar year, is to play in the Colts division and cannot participate in the Juniors division.

3.2 Youth Division

The Youth division is for male and female players aged 10 to 13 years. There is no option for participation before age 10. This division is focused on introducing and promoting the game, therefore no game results are formally recorded, and no finals or playoffs will be played.

Female players need explicit written parental or guardian consent to participate in the Youth division. Clubs must keep this consent on file.

3.3 Junior Division

The Junior division is for male and female players aged 14 to 16 years. The championship game for the Junior division will be known as the Junior Sunbowl. If a club fields a team in the Junior division, any Junior aged player must participate in the Junior division before being allowed to play in other divisions.

Female players need explicit written parental or guardian consent to participate in this division. Clubs must keep this consent on file.

There is no provision for Youth aged players to “Play up” in the Junior division.

3.4 Colts Division

The Colts division is for male and female players aged 17 to 19. The Championship game for the Colts division will be known as the Colts Sunbowl.

Female players need explicit written parental or guardian consent to participate in this division. Clubs must keep this consent on file.

If a club fields a team in the Colts division, any male Colts aged players must participate in the Colts division. It is not mandatory for female Colts aged players to participate in the Colts division.

A Junior player, who must be at least 16 years old, may “play up” to the Colts division only with explicit written consent of their parent or guardian and the head coach of both Junior and Colts divisions within the club. This consent must be kept on file by the club.

If a club fields a team in the Junior division, only a Junior aged player registered in the Junior division may “play up”, but must first play the Junior division game for that round prior to “playing up” in the Colts division. The only exception is if the Junior division game is forfeited by the opposition, the game is cancelled, or the team has a bye.

3.5 Women's Division

The Women's division is for female players aged 18 and over. There is no provision for male players to play in this division. The Championship game for the Women's division will be known as the Women's Sunbowl.

A female Colts aged player may "play up" to the Women's division only with explicit written consent of their parent or guardian and the head coach of both Women's and Colts divisions within the Club. This consent must be kept on file by the Club.

If a club fields a team in the Colts division, a female Colts aged player who is registered in the Colts team must play the Colts division game for that round prior to "playing up" in the Women's division. The only exception is if the Colts division game is forfeited by the opposition, the game is cancelled, or the team has a bye.

A female Colts aged player may play in the Women's division without being registered in the Colts division, however, she cannot "play down" to the Colts division during the season if she was not initially registered as a Colts division player before the commencement of the regular season.

There is no provision for Junior or Youth division players to participate in the Women's division.

3.6 Men's Division

The Men's division is for male players aged 18 and over. There is no provision for female players to play in this division. The Championship game for the Men's division will be known as the Men's Sunbowl.

A male Colts aged player may "play up" to the Men's division. Players under 18 must have explicit written consent of their parent or guardian and the head coach of both Men's and Colts divisions within the club. This consent must be kept on file by the club.

If a club fields a team in the Colts division, a Colts aged player who is registered in the Colts division may "play up" in the Men's division, however, he must first play the Colts division game for that round prior to "playing up" in the Men's division. The only exception is if the Colts division game is forfeited by the opposition, the game is cancelled, or the team has a bye.

There is no provision for Junior or Youth division players to "play up" in the Men's division.

3.7 NQ Men's Division

The NQ Men's division is for male only players aged 18 and over. There is no provision for female players to play in this division. The Championship game for the Men's division will be known as the Reefbowl.

A Colts aged player may "play up" to the NQ Men's division. Players under 18 must have explicit written consent of their parent or guardian and the head coach of both Men's and Colts divisions within the Club. This consent must be kept on file by the Club.

There is no provision for Junior division aged players to "Play up" in the Men's Competition.

If a club fields a team in the Colts division, a Colts aged player must play the Colts division game for that round prior to "playing up" in the Men's division. The only exception is if the Colts division game is forfeited by the opposition, the game is cancelled, or the team has a bye.

4.0 Competition Rules, Season, and Scheduling

4.1 Competition Rules

All games will be governed by the rules set down by Gridiron Australia except as per the provisions of prescribed local rules or otherwise specified within this section.

Game rules can be found at <https://www.gridiron.org.au/policies-resources/>

4.2 South East Queensland Competition Season

The regular season will commence in August and run for up to 15 weeks. The following 2 weeks will be reserved for playoff games, whether there is one or two rounds of games played.

Championship games will be held on or near the final Saturday in November or first Saturday in December.

4.3 North Queensland Competition Season

The regular season will commence the first Saturday of November and run for up to 15 weeks (weeks 1 – 15). The following two weeks will be reserved for playoff games, whether there is one or two rounds of games played.

Championship games will be held on or near the final Saturday in March of the following calendar year.

4.4 Regular Season Games

The regular season will comprise of “Home and Away” games at venues used by each team within each division. “Home and Away” may be nominal allocations depending on venue availability. Where two teams are playing at a neutral venue, the team listed first on the official draw is considered to be the home team.

Games will generally be played on Saturdays. Sunday and Friday night games will be considered on request and permitted only with agreement by all parties (GQMC, QGOA, both teams, and host venue), and where such application is made at the time of draw formulation.

Games ideally will be played at, but not limited to, 11.00am, 1.30pm, 4.00pm, 7.00pm.

Where a game finishes significantly ahead of time, the following game may start early if agreed by both teams, host club, and QGOA officials. No ‘voluntary’ changes to the draw will be permitted once published unless required due to errors, omissions, or instigated by the GQMC at its sole discretion.

4.5 Rescheduling and Relocating Games

GQMC reserves the right to relocate and reschedule games from venues that have been deemed unsuitable or unusable. Every effort will be made to notify participating teams of the change as soon as possible, and any decision to reschedule and/or relocate games will be made with careful and thorough consideration of the impact to all participants. Teams that are unwilling to travel as a result of the change will be deemed to have forfeited their game.

4.6 Minimum Numbers to Commence Game

The minimum number of dressed players, in full uniform, for a game to commence is:

- Men's Division: 15
- Women's Division: 12
- Colts Division: 12
- Junior Division: 9
- Youth Division: n/a

If during a game a team has their player numbers fall below the maximum number of players permitted on the field during a play (9 or 11), the team may, at their head coach's discretion, continue playing until such time the head coach declares a forfeit, or it is deemed unsafe to continue playing by the QGOA Referee. Both teams must still abide by all rules regarding formations and other participation requirements as set out by IFAF and Gridiron Australia.

4.7 Games Not Completed

During the course of the season games may need to be cancelled or abandoned for reasons of safety, injury, weather, field lighting problems, or other reasons beyond the control of Gridiron Queensland or the host.

These games are determined as either:

- A cancelled game - being a game that has not started; or
- An abandoned game - being a game that has cause to be stopped.

Such games will not be re-scheduled, under any circumstance, unless authorised and initiated by the GQMC and at its sole discretion.

4.8 Cancelled Games During Regular Season

The causes of a cancelled game may be as follows, but not limited to:

- Field of play deemed unsuitable or unsafe by QGOA officials
- Weather has caused the leaseholder or owner to close the field
- Sudden alteration of weather conditions causes concern

For cancelled games during the regular season, a nil-all draw will be recorded for both teams and competition points for a draw will be awarded. Cancelled games will not be re-scheduled, under any circumstance, unless authorised by the GQMC at its sole discretion.

4.9 Abandoned Games During Regular Season

A game can be abandoned for the following reasons, but not limited to:

- Lighting failure at the field
- Weather conditions
- Death or serious injury
- Excess violence/fighting
- Flooding

During regular season:

- A game is deemed to be abandoned when in the opinion of the QGOA appointed Referee it cannot be restarted with sufficient time to reach the half time break within 45 minutes of the expiry of

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normal play time. Standard play time is 150 minutes for a Men's division game and 90 minutes for a Junior, Colts, or Women's division game.

- A game that is abandoned prior to half time will not be considered a game completed. A nil-all-draw will be recorded and competition points for a draw will be awarded.
- A game that has reached half time and is subsequently abandoned is considered a game completed with the score at the time of abandonment recorded as the result.
- The start of subsequent games on the schedule will be delayed no more than 30 minutes from the scheduled start times.
- A reschedule of the game will not be permitted unless initiated and authorised by the GQMC and at its sole discretion.

5.0 Regular Season Results

5.1 Tied Games in Regular Season

Games tied at the end of regular game time will not go into overtime and a tied result will be recorded.

5.2 Recording of Regular Season Results and Competition Points

A results and points table will be kept for regular season games. This table will be published at the conclusion of regular season fixture games each week. The Points table will contain the following information:

Team	Played	Wins	Draws	Losses	Points For	Points Against	Diff.	Competition Points
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A simplified points table may be published via various media.

Competition points will be awarded as follows:

- A win will result in two (2) points being awarded to the winning team
- A tie or draw will result in one (1) point being awarded to each team
- A loss will result in zero (0) points being awarded to the losing team

Competition points will be used for ranking of teams in each division, with tie-breaking procedures, as noted below, enforced when applicable.

5.3 Regular Season Tie-Breaking Procedure

In the instance where two or more teams are tied on competition points at the end of the regular season, the following tie-breakers are to be applied in the order indicated to determine table position. The team with the superior result in any of the tie breakers will be awarded the higher ladder position.

For a two-way tie only:

1. Head-to-head win/loss record
2. If still equal; head-to-head points differential with a maximum of 35 points per game
3. If still equal; most number of whole-of-competition wins recorded
4. If still equal; whole-of-season points differential with a maximum of 35 points per game
5. If still equal; coin toss or another random draw facilitated and administered by Gridiron Queensland

For a tie involving more than two teams:

1. Most number of whole-of-competition wins recorded
2. If still equal; whole-of-season points differential with a maximum of 35 points per game
3. If still equal; coin toss or another random draw facilitated and administered by Gridiron Queensland

6.0 Playoffs and Championship Games

Playoff game formulation may vary from year to year and by division depending on several factors, including, but not limited to, the number of teams in a division, or the use of 'weighted' competition pools. Such formulation will be communicated to clubs as soon as practical after final nomination by clubs of their participating teams.

The teams competing in divisional championship games are selected through the playoff games. The championship game of each division will be held on a day and time to be decided by the GQMC, with such details published prior to the completion of the regular season.

6.1 Playoff and Championship Eligibility

To be eligible for playoffs or a championship game a player must have participated in at least three regular season games, in the same season, for that team. This must be verifiable by their signature on the weekly team sheet and recorded in the RevolutioniseSport system. Similarly, a player "playing up" to a higher division may qualify to play in a playoff or championship game for that team on the same basis.

Where a team of a regular season game has won by forfeit, or has had their regular season game cancelled, this will count as a game towards playoffs and championship eligibility for all registered players of that team, including any player who is under suspension and is otherwise eligible. A forfeited game does not count towards eligibility to the team who forfeited, including any player who is under suspension in that team.

6.2 Tied Games in Post-Regular Season

In the event of a tied score at the completion of regular time in a playoff game or a championship game, overtime will be played to determine a winner as per game rules.

6.3 Cancelled and Abandoned Games in Post-Regular Season

For post-regular season games that have been cancelled (as defined in section 4.8 *Cancelled Games During Regular Season*), but not abandoned, the team finishing the regular season with superior position on the competition table will be awarded the win, unless the GQMC, at its sole discretion, is able to reasonably re-schedule the game.

For games that have been abandoned (further to the definition under section 4.9 *Abandoned Games During Regular Season*), during post-regular season:

- A game is deemed to be abandoned when in the opinion of the QGOA appointed Referee it cannot be restarted with sufficient time to reach the half time break within 75 minutes of the expiry of normal play time. Standard play time is 150 minutes for a Men's division game and 90 minutes for a Juniors, Colts, or Women's division game.
- A game that is abandoned prior to half time will not be considered a game completed. The team with the superior position on the competition table will be considered the winner.
- A game that has reached half time and is subsequently abandoned is considered a game completed with the score at the time of abandonment recorded as the result. In the event of a draw, the team with the superior position on the competition table will be considered the winner.
- The start of subsequent games on the schedule will be delayed no more than 60 minutes from the scheduled start times.
- A reschedule of the game will not be permitted, unless authorised by the GQMC at its sole discretion.

7.0 Forfeits

Forfeits will fall into one of four categories.

1. >72 Hours: Where notice is given to the GQMC, in writing, more than 72 hours before the scheduled game time.
2. <72 Hours: Where notice is given to the GQMC, in writing, less than 72 hours before the scheduled game time.
3. Game Time: Where a team has less than the prescribed minimum number of players available at the scheduled time of a game.
4. In Game: Where a team is reduced to a point where they can no longer participate.

7.1 Combined Practice in Lieu of Game

At the discretion of the two teams involved in the forfeit, plus the host club, a combined practice session may be held in lieu of the game forfeited. Participation of the QGOA, and any assigned volunteers, is voluntary at their discretion.

7.2 Suspicious Forfeits

Should the GQMC have concern that a forfeit has been committed outside the spirit of the rules, they may, at their sole discretion, investigate the forfeit. Should such investigation lead the GQMC to believe the forfeit has been committed outside the spirit of the rules, the club committing the forfeit shall be penalised \$1,000 on top of usual forfeiture penalties, and their automatic invitation to affiliate the following year will be revoked; meaning they must present their case to the GQMC and returning clubs for inclusion in the competition.

A club found guilty of committing a forfeit of this nature may appeal the decision to the Gridiron Queensland Inc. Judiciary. All normal provisions of an appeal will apply.

7.3 Penalties Pertaining to Forfeits

	>72 Hours	<72 Hours	Game Time	In Game
GQ Fine	Nil	\$250	\$500	Nil
Damages to Host Club	Nil	Unrecoverable actual expenditure – venue hire, food spoilage etc. to a maximum of \$200.	Unrecoverable actual expenditure – venue hire, food spoilage etc. to a maximum of \$200.	Nil
Result to be recorded	35-nil	35-nil	35-nil	The score at the time the game was called, or 35-nil, at the discretion of the opposition.

7.4 Claiming Damages

If eligible, host clubs must file a claim within 48 hours of notice of the forfeit. All such claims are to be directed to the forfeiting club and copied to the GQMC. Failure by the forfeiting team to pay the financial penalty within a reasonable time will result in further sanctions. The GQMC will be the sole adjudicator in determining if a damages claim is reasonable and whether a reasonable time has been given to pay such a claim.

7.5 Team Disqualification

A team (not club) that registers a third forfeit for the season shall be disqualified from the remainder of the season. All future games for that team for the remainder of the season will be recorded as forfeits.

7.6 Other Forfeit Penalties

Any club recording forfeits in the previous season will:

- at the discretion of the GQMC, have their applications to host playoff matches negatively weighted for the current season; and
- be required to present to GQMC their remediation strategies to reduce the chance of future forfeits;

8.0 Adverse Weather

Gridiron Queensland recognise that adverse weather conditions present some level of risk that can harm the performance and/or the health of participants. Activities that occur in adverse weather conditions can place participants at risk of injury, illness and in extreme circumstances, even death. The health and safety of members is a paramount concern, and as such, to reduce the risk of injury, manage potentially dangerous weather situations, and meet legal obligations for duty of care, Gridiron Queensland aims to provide a safe environment for players, coaches, officials, administrators, volunteers, and spectators. The purpose of this policy is to provide clear cancellation guidelines for event organisers and coordinators on the occasion of adverse weather conditions.

The GQMC reserve the right to cancel/postpone or alter an event in the interest of participant health and safety. These guidelines aim to assist when managing events in adverse weather conditions and minimise the risk of injury and illness for all participants involved.

8.1 Hot Weather

If in the opinion of the QGOA Referee that hot weather conditions warrant such, water breaks may be taken during the course of the game. If in doubt whether conditions do warrant such, the QGOA officials shall consult with the host-assigned sports trainer for advice, and ultimately err on the side of caution.

Either team's Head Coach may petition the officials for such consideration. Such additional water breaks will be limited to natural breaks in the game where possible, such as change of possession, after scores, change of quarter, etc. The timing, frequency and duration of the water breaks will be at the absolute discretion of the officials with regard to prevailing weather conditions. Such water breaks will not extend the maximum time within which a game must be completed. The Referee will make note of provision of additional breaks on match records.

Children that are exposed to activities in warm, hot weather conditions increase their risk of heat illness. Children sweat less and experience less evaporative cooling than adults and consequently have a greater difficulty reducing core body temperature. Sports Medicine Australia recommends ambient temperature is the most effective way of evaluating risk of activities in hot weather for children.

8.2 Wet Weather

In the event a round is impacted by wet weather and to the extent that more than 50% of scheduled games are cancelled due to field closures, and cannot be re-scheduled by the GQMC, then the entire round will be deemed to be cancelled and a draw result will be the outcome for all games, regardless of whether a game was played or not, or whether a forfeit for a game in that round had been recorded prior to the cancellation of the entire round.

8.3 Lightning

Lightning guidelines are governed by IFAF rules found at myiafoa.org. During such games the QGOA appointed Referee will have the final decision.

8.4 Fire, Smoke, and Haze

If in the opinion of the QGOA assigned Referee, either fire, smoke, or haze conditions warrant such, breaks may be taken during the course of the game. If in doubt whether conditions do warrant such, the officials shall consult with the host-assigned sports trainer for advice, and ultimately err on the side of caution. In the event of immediate danger, the host club's evacuation policy should be followed.

9.0 Affiliate Member Governance

9.1 Club Locations

This section is to provide guidance to affiliate clubs or associations who are seeking to:

- relocate from their existing site to a new area; or
- occupy additional site(s) beyond current approval; or
- play their games at venue(s) other than their 'home' ground; or
- enter the competition.

9.2 Application Process

A club or association wishing to relocate or occupy additional site(s) as per the scope above must provide a written application to the GQMC. This application should include supporting documentation that addresses impacts and benefits to:

- Increased participation
- Improving competitions
- Sustained growth
- Member satisfaction
- Financial viability

The GQMC alone will consider and determine the outcome of the application and will provide feedback to the club or association, and current members, on the outcome of the application and reasons for such an outcome.

9.3 Duration of Approval

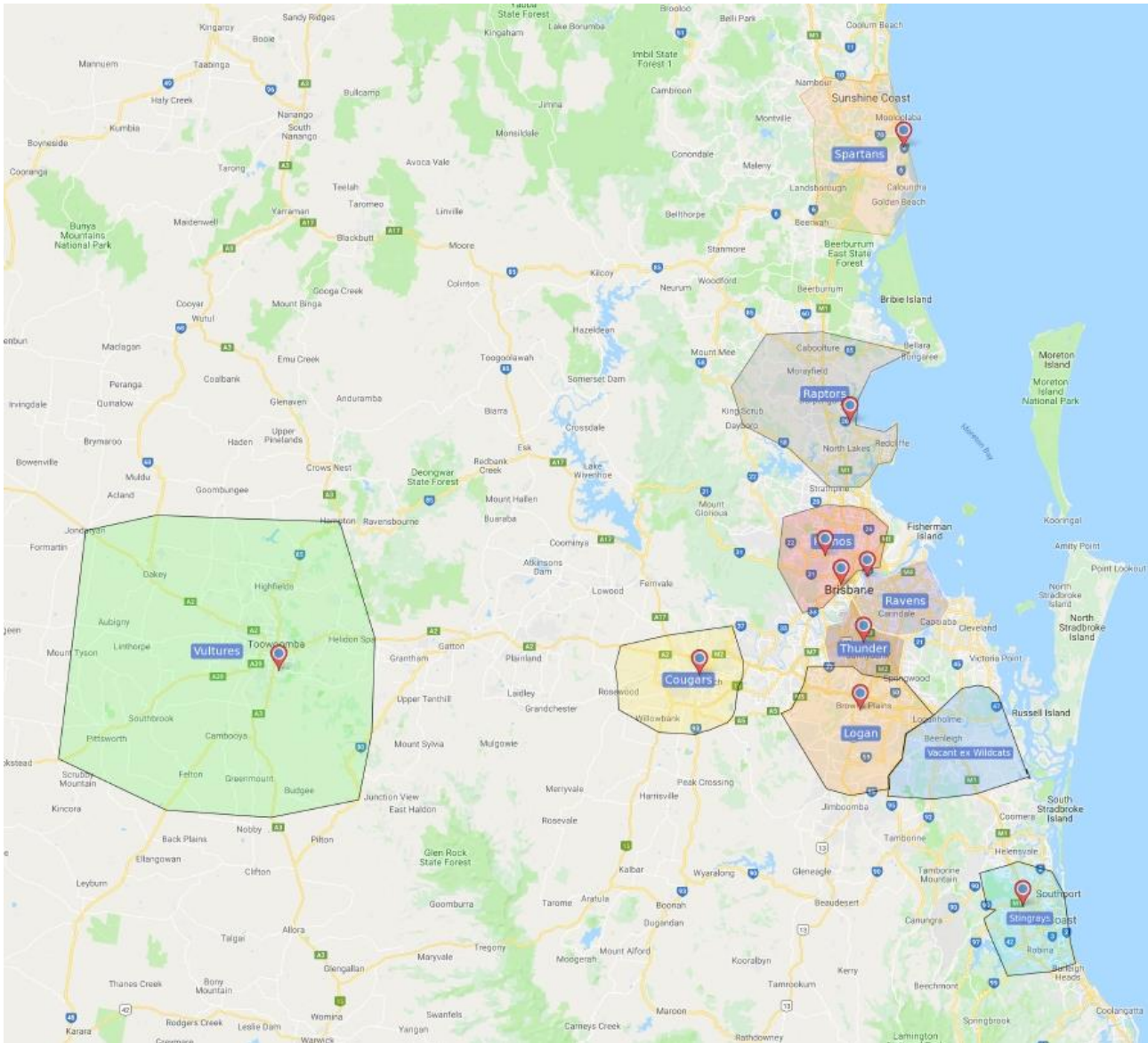
Once approved to occupy a new or additional site, the approval is effective until the affiliate club or association fails to register a team from that site in any given year of domestic competition. Once so lapsed, the club or association previously in-situ at the site has right of way on that site for a further year of domestic competition before other clubs may seek to occupy that site. The previously in-situ club may waive that right at their discretion, however, the GQMC reserves the right to negate the right of way of the previously in-situ club.

9.4 Unsuccessful Applications

An unsuccessful application may be re-submitted no sooner than one week and no later than one month from the closing date of the previous outcome. Once submitted this second application is resolved in the same manner as the first application. If this second application is also rejected no further application may be made prior to the start of the next domestic season.

9.5 Existing Club Locations and Catchment Areas

The map below provides a guide to the current club locations and their catchment areas and will be used by the GQMC in determining the outcome of applications.



10.0 Uniform and Branding Standards

The purpose of this section is to stipulate the minimum standard required for team uniforms, sideline uniforms, and club apparel to align to a state-wide standard in representing gridiron.

10.1 Player Equipment and Uniforms

Irrespective of any provisions in this document, club policies, or any other advice, player equipment must adhere to the IFAF rules and any Gridiron Australia variations.

Helmets

- Each team helmet must be of the same colour and in safe working condition.
- If team helmet decals are used, each team member must have the same decal.
- Individual decals, in addition to team decals, are permitted as follows:
 - Players may affix decals to the helmet that comply with a formal club policy on:
 - personal achievement within the club (hit stickers)
 - championship decals
 - long service recognition
 - sponsorship agreements
 - Decals that have been officially issued by Gridiron Queensland or Gridiron Australia in recognition of representative duty.
 - Decals that represent an import player
- It is the intent of allowing the above exceptions that the decals are unobtrusive recognitions that do not detract significantly from the uniformity of the helmet.
- The GQMC or an appointed QGOA official may direct the removal of any decal deemed to be offensive, inappropriate, or not within the spirit of this provision.
- Abuse of these provisions may result in their rescinding without notice.
- Each team facemask must be of the same colour.

Jerseys

- Jerseys are to be identical in design and detailing.
- Each team jersey must have a GQ badge on the upper chest on either side.
- Jersey designs must conform to IFAF rules.

Pants

- Each team pant must be the same colour.
- Each team pant must have the same detailing.

Socks

- Each team member must wear the same colour socks.

Under Gear

- Under gear, including shirts, singlets, and any other clothing or material worn under the uniform, must be in the primary pants colour of the team.

Belts

- If belts are visible, they must be the same colour.

10.2 Sideline Staff

Each sideline staff member will wear official team apparel or uniform where available. Where official team apparel or sideline uniforms are not adopted, sideline staff members are to be respectably attired and as uniform as reasonably possible. Sideline staff, including all volunteers, must wear in-closed footwear.

10.3 Club Apparel

All club dress shirts or polo shirts are to include a Gridiron Queensland Inc logo. A zip file containing PNG and EPS versions of the GQ logo can be downloaded from:

<https://gridironqueensland.com/wp-content/uploads/2019/02/GQ-Logos.7z>

10.4 Club Uniform Colours

Clubs are to register their uniform colours with Gridiron Queensland in accordance with the provisions of this document. Once registered, a club may not alter their uniform colours without consultation with, and approval by the QQMC.

No team may use Maroon (state team colour) or White as their primary jersey colour. White as a primary colour is only permitted for "Away" jerseys and these jerseys should be designed as closely as possible to the reverse design of the nominated regular jersey.

Jersey

- Body: 1 x primary colour, maximum 2 x minor or supplementary colours such as side insert/piping/shoulder etc.
- Numbering and/or letterings: maximum 3 colours including shading or outlining.
- Additional requirements as per IFAF rules.

Pants

- Maximum 3 colours (such as insert on side of pant) and should be complimentary to jersey colours

Socks

- Maximum 2 colours and should be complimentary to jersey and/or pants colours

10.5 Encroachment on Existing Registered Colour Set

As the number of participating teams grows it will not remain reasonable or practical to have a unique colour set for each club. Should a team wish to adopt colours that encroach on another team's registered colour set, that team will be required to wear an alternate strip when the two teams meet. The QQMC will be the sole arbiter on whether a colour set is encroaching upon another team.

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10.6 Colour Register - Current

Club/Team	Date	Helmet	Jersey Primary	Jersey Minor 1 / 2	Pants Primary	Pants Minor	Socks
Logan City Bengals	01/07/17	Black	Black	White/ Orange	Black		Black
Moreton Bay Raptors	01/07/18	Grey	Grey	Black/White	Black		Grey
Bayside Ravens	03/11/13	Purple	Purple	Silver/Black	Black		Black
Brisbane Rhinos	03/06/17	Pewter	Red	Black/White	Black	Red	Red
Sunshine Coast Spartans	31/12/15	White	Orange	White/Black	White	Black	White
Gold Coast Stingrays	30/05/14	White	Columbia Blue	Navy	Navy		White
Griffith Uni Thunder	06/03/16	Red	Black	Red/White	Black		Black
Toowoomba Vultures	08/03/16	Black	Green	Black/Red	Black		Black
Western Cougars	17/08/12	Yellow	Yellow	Black/White	Black		Black

10.7 Colour Register - Historic

Club/Team	Date	Jersey Primary	Jersey Minor 1 / 2	Pants Primary	Pants Minor	Socks
Logan City Bears	17/08/12	Black	White	Black		Black
Logan City Bruins	17/08/12	Black	White/Orange	Black		Black
Moreton Bay Raptors	15/05/15	Cardinal Red	Vegas Gold/ Black	Vegas Gold		Red
Brisbane Rhinos	03/06/17	Red	Black/White	Red	Black	Red
Logan City Jets	03/06/13	Green	White	Green		Green
Panthers	03/06/13	Pink	Black/White	Black		Black
Rebels	20/08/12	Grey	Black/Red	Black		Black
Steelers	03/06/13	Black	Yellow/White	Black		Black
Jaguars	03/06/13	Yellow	Purple/Black	Black		Black
Wildcats	06/03/16	Royal Blue	White/Silver	Silver		White

11.0 Hosting

As part of affiliation, clubs and associations will be required to be available to host games. If a club's primary venue is unable to host games, then they should seek alternate arrangements. If alternate arrangements are not endorsed by the GQMC then a financial penalty may be applied.

Clubs may apply to the GQMC for exemption to elements of these standards, which, if granted, must be communicated by the hosting club to all visiting teams prior to any events or games. The GQMC may, at their sole discretion, approve and revoke such exemptions.

11.1 Field and Field Markings

Game fields are to be a minimum of 100m in length and 50m in width to allow for modified 90-yard field, and must also include adequate space for team areas on both sides. The playing surface of fields must be such that they won't compromise the safety of participants, with QGOA officials being responsible for determining the suitability of such surfaces.

All fields are to be marked as per IFAF regulations with variations as permitted by local rulings. Line markings are to be clearly visible. Each field is to have visible distance markers. Each field is to have installed end zone markers.

Refer to the links below for diagrams regarding the marking of an IFAF standard field and a modified 90-yard field. A guide is also included to assist in the process of marking the field. If a contrasting colour (other than white) is required, please consult with the GQMC to assess suitability and for approval.

<https://gridironqueensland.com/wp-content/uploads/2019/02/Field-Marking-Guide.pdf>

<https://gridironqueensland.com/wp-content/uploads/2019/02/90-Yard-Field-Diagram.pdf>

<https://gridironqueensland.com/wp-content/uploads/2019/02/IFAF-Field-Diagrams.pdf>

11.2 Hydration Stations

Each host venue is to have a table and, at a minimum, a 20-litre water container on each sideline. This water container is to be filled prior to kick-off and after the halftime break of each game.

11.3 First Aid

Provision of first aid personnel will be the responsibility of Gridiron Queensland, however, clubs may provide additional first aid staff. The minimum qualification for the first aid attendant is a Level 1 Sports Trainer. Clubs are to ensure an appropriate location is available for all first aid personnel, including direct, unobstructed access to the field, appropriate shade cover for personnel and any persons being treated, access to water, ice, and unrestricted ambulance access.

Games are not to commence unless a nominated first aid attendant is available.

In the case of any dispute of opinion with team-based first aid, the host-supplied first aid attendant is the final arbiter in the decision regarding any player's return to the game, subject to IFAF rules and the appointed QGOA Referee for the game.

All injuries and treatments are to be recorded on an Injury Record Form (available within RevolutioniseSport) and recorded in the system to help track injuries and insurance claims. A copy of the written report should be uploaded to the injury report created in RevolutioniseSport.

11.4 Change Room Facilities

Each venue must have:

- clean dry separate change facilities; and
- at least one working clean toilet with door and lock; and
- fully operational door(s) to offer privacy inside the change room; and
- provision for seating so players can dress for their game.

Where available, separate change room facilities should be provided to members of the opposite sex. Members of the opposite sex should not use the change facilities at the same time. It is important for all members of GQ to reduce the risk of possible abuse or misconduct as governed by adoption of Gridiron Australia Member Protection Policies.

If members of the opposite sex are unable to use separate facilities then teams should encourage players to come pre-dressed before the game. Furthermore, host venue staff, team managers, and coaching staff should make every reasonable effort to ensure that at risk individuals use the change rooms at different times.

11.5 Chain Crew

A chain crew is to be supplied by the host club. Chain crew members must be registered members in RevolutioniseSport, whether or not they belong to the host club. The chain crew must be dressed in clearly identifiable clothing and wear closed-in footwear while on the field or sideline. The host club is responsible for provision of chain crew equipment at games.

Chain crew members are not permitted to smoke or consume any form of alcohol during their period of duty. For safety reasons, coaches, players, and officials should discourage chain crew from being distracted during a game, for example, using a mobile phone.

A QGOA appointed official may require the host club to remove or replace a member of the chain crew if that member fails to perform their duties in a safe manner, or in the event of misconduct, including, but not limited to, swearing or abusive language, distracting players, or acts of bias. The GQMC may impose penalties or sanctions in such circumstances.

11.6 Game Officials

Game officials will be supplied and contracted by Gridiron Queensland. Clubs and members are to be encouraged to foster the growth of officials and reduce costs by identifying and recommending members who are interested in becoming game officials.

11.7 Game Day Host

The game day host will wear a fluorescent shirt, bib, or other easily identifiable apparel. The game day host will identify himself/herself and the designated First Aid Officer to QGOA officials at least 30 minutes prior to scheduled kick-off.

Visiting team managers and head coaches are to make themselves available and introduce themselves to the game day host upon arrival to the venue. The game day host will provide any required instructions to the team about change rooms, water stations, health and safety, and confirm the first aid officer on duty.

11.8 General Facilities

Each venue must have the following facilities available:

- Operational canteen/kiosk.
- Accessible public toilets.
- Suitable lighting for night games.
- Suitable goal posts on each end of the field.
- Shade for each team area, including shade for hydration stations.
- Rubbish management.

11.9 Sponsor Promotion

Each affiliated member club or association of Gridiron Queensland Inc. has the right to support their sponsors at their venue. Portable sponsor signage is permitted to be erected under the following conditions:

- It is not offensive to the extent to cause embarrassment to any member of the general public.
- It is not in direct competition or conflict with the host club sponsors.
- It is not in direct competition or conflict with Gridiron Queensland Inc. sponsors.
- It is not in direct competition or conflict with the primary leaseholder of the venue's sponsors.
- It does not contravene any Queensland statute or law.

Clubs or associations must first obtain written approval from the GQMC if any advertising or sponsorship that is to be displayed at games is in direct competition or conflict with Gridiron Queensland Inc. sponsors.

12.0 Team Sheets

GQ will issue team sheets on a weekly basis, to be available by the Friday before the weekend's games. The team sheets will either be posted or emailed as a PDF file. It is the clubs' responsibility to download and distribute internally as required.

Team sheets are not to be electronically altered in any fashion. Any submitted team sheet that has been altered will be considered as not submitted. If a name does not appear on the issued team sheet, they are not to take part in the fixture. Any addition of names is strictly forbidden, unless explicitly permitted, in writing, by the GQMC for that round prior to the start of the game.

If the game date or round number is incorrect on a team sheet supplied by the GQMC, the date and/or round number may be manually corrected by crossing out the incorrect date and/or round number using a single line, and the correct date and/or round being manually written in using a pen, with the original incorrect date and/or round number still being legible.

All participants in a fixture, including players and coaches, are to sign the team sheet against their name. Injured players in attendance may also sign the team sheet for eligibility purposes for playoffs and the championship game.

Players who will wear a different jersey number to that on the team sheet must make a note of the number they will be playing in, and a note should be included in the email sent to GQMC when sending through team sheets.

Random inspections and verification of signatures at matches may be conducted by representatives of the GQMC.

Team sheets are to be scanned and emailed to the nominated GQMC member no later than 5.00pm on the Wednesday immediately following the game. It is not the responsibility of the GQMC to follow up on late, incomplete, or missing team sheets. Any team sheet not submitted by the stipulated time, or considered not submitted, may incur the following penalties:

- \$50 fine; and
- Loss of any competition points earned for that fixture; and
- Further sanctions or penalties as deemed appropriate by the GQMC for repeat incidents.

12.1 Team Sheets and Change in Procedure

The GQMC may, at its sole discretion, change or review the procedure for signing and collection of team sheets prior to, or during, the season. In such circumstances, the process and relevant instructions will be communicated to member clubs.

13.0 Game Ball Management Procedure

The purpose of this section is to improve the quality of games and reduce the operational cost through asset management.

13.1 Identification and Supply of Game Balls

Prior to the start of the season, GQ will supply each club with approved game balls. Teams must mark each of these balls with the team/club name, and a number, e.g. Cougars-1, Cougars-2, etc., to enable identification of the game balls and to facilitate teams retrieving the correct balls after each game.

13.2 Selection of Balls

At least 30 minutes before the start of each game, each team must present at least three, and up to a maximum of five, legal and marked game balls to QGOA officials. From the game balls available, the officials will confirm each is in good condition and if they are permitted to be used throughout the game. Unsatisfactory game balls will not be allowed to be used and it is the responsibility of the team to ensure game balls are in working condition prior to the game.

It is not the responsibility of QGOA officials to ensure footballs are legal, including being pumped up to the correct pressure (13 PSI).

If a team does not present at least three legal game balls, this will be reported to GQ and sanctions, including having the game result recorded as a forfeit, may apply.

13.3 Ball Persons

There is no requirement for a ball person to be supplied by a team (GQ will arrange for two ball persons for each playoff and Sunbowl game). However, if one is available, the ball person must wear closed-in footwear and a hi-visibility vest.

13.4 Kicking Ball and Kicking Tees

Any other legal and marked game ball, that has been pre-approved by officials before the start of the game, may be used as a kicking ball at the discretion of the kicking team and as long as the process of swapping balls does not interfere with the flow of the game.

Kicking tees must be supplied by each team and be available prior to the start of the game. Players of the kicking team are responsible for the collection of kicking tees from the field after the kick.

13.5 Ball Swapping

When the team enters the field upon their possession, they should bring their approved team ball. If a team wishes to change the currently in-play game ball for a kicking ball, or for another of their approved game balls, it is the responsibility of the team (QB or kicker) to bring the replacement ball into the field and provide it to the Umpire or Centre Judge. The game and play clocks will not stop for this.

13.6 Ball Becomes Illegal

If a ball becomes illegal during play, it will be replaced with another approved game ball at the next quarter time break, charged team timeout, or after a change of possession. Until such time, the remaining game ball will be used unless determined otherwise by a QGOA appointed official.

14.0 Import Player Participation

The purpose of this section is to facilitate the enhancement and development of club capabilities through utilisation of foreign playing experience in the domestic competition. The GQ league is still considered amateur and paying members interests are paramount, and regulating the utilisation of foreign playing experience to protect competition balance is in the interests of affiliate clubs and Gridiron Queensland.

14.1 Import Player Definition

An import player must meet all of the following criteria:

- be a playing participant; and
- be other than a permanent resident of Australia; and
- have playing experience in a football system outside of Australia as per the table below.

The inclusion of any enticements or entitlements is not a determining factor in the definition of an import player.

Tier 1	Tier 2	Tier 3
USA (excluding high school)	Germany	Any other country
Canada (excluding high school)	Austria	
Japan	Sweden	
Mexico	Finland	
	South Korea	
	Great Britain	
	Spain	
	Serbia	
	USA High School	
	Canada High School	

Import players are permitted for all divisions.

14.1.1 Exceptions to Definition

Sunset Provisions

- Tier 1 experience of more than 5 years previous is disregarded.
- Tier 2 experience of more than 5 years previous is disregarded.

Special Category Visas, for example, Subclass 444 and bridging Visas

- Special Category Visa holders fit the commonly understood meaning of the term 'permanent resident' as they are entitled to live in Australia indefinitely, in much the same way as an Australian citizen or a permanent Visa holder.
- This includes those individuals who are currently undertaking the application process for permanent residency or citizenship and are entitled to remain in the country until they are assessed, they are exempt from the definition of an import player for the purpose of these rules.

14.2 Recruitment and The Player/Club Agreement

The club is wholly responsible for selection, vetting, and all other due diligence to establish the credentials of any potential recruit. Where an import player has been offered entitlements or benefits in return for their participation, a written agreement should be employed to detail expectations and obligations of both parties.

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Gridiron Queensland is not a party to such agreements and should be expressly excluded from any written agreement. Should a player or club agreement be terminated, the availability of any transfer will be as permitted by the relevant instrument of Gridiron Queensland.

Should a player believe he has been unfairly terminated, they may opt to appeal the termination to the GQ Tribunal. All obligations regarding the appeal process will apply. Both parties will be bound by the judiciary decision.

14.3 Transfer Authorisation

Players moving between IFAF-Affiliated leagues may require a transfer application and/or transfer processing fee. Please refer to relevant Gridiron Australia issued documentation for further information. Compliance with transfer processes and payment of associated fees is the responsibility of the club requesting the transfer. Gridiron Queensland does not impose a transfer fee.

14.4 Import Player Declaration

Clubs must identify Import Players on their team rosters and reports accordingly. The form "Gridiron Queensland Import Player Declaration" is to be submitted to Gridiron Queensland prior to the commencement of the regular season. The form can be downloaded from the link below:

<https://gridironqueensland.com/wp-content/uploads/2019/02/Gridiron-Queensland-Import-Player-Declaration.pdf>

14.5 Participation Limitations

A team (not club) is permitted to have:

1. up to a maximum of six (6) import players on their roster.
2. a maximum of four (4) import players from Tier 1 football systems.
3. a maximum of two (2) Tier 1 import players on the field at any time.

In the event a team is reduced by injury during the course of a game to a point they cannot field the minimum number of players required without exceeding the number of Tier 1 import players permitted on the field, they must:

- To the limit permitted by prevailing game-rules continue play with reduced numbers whilst still observing the restriction of Tier 1 import players, or
- Forfeit the game whereby the regulation regarding in-game forfeiture will apply.

14.6 Import Player On-Field Identification

Tier 1 import players must, at all times while on the field, wear a stipulated 'high-visibility' decal on their helmet which will clearly identify them as a Tier 1 import player.

Gridiron Queensland will be responsible for procurement and issue of such decals. If upon review a Tier 1 import player was on the field at any time without such marking, the game will be forfeited by that team.

A violation of Tier 1 import player limitations is to be handled as a Substitution Rule infraction under the game rules. The GQMC reserves the right to review the provisions of Penalty Assessment and Enforcement during the season should it prove problematic.

Definitions

Activity – To encompass all Gridiron Queensland organised events. Including but not limited to competitions, player camps, team selections, trainings, meetings, courses and presentations.

Ambient Temperature: Temperature of the surrounding air, not taking into account humidity or wind in the air

Dehydration: Loss of body water and salts essential for normal body function. Excessive dehydration in a sporting environment may lead to heat exhaustion and heat stroke.

Drizzle – To rain gently in fine, mist like drops

Fog - Condensed water vapour in cloudlike masses lying close to the ground and limiting visibility

Frost - A deposit of minute ice crystals formed when water vapour condenses at a temperature below freezing

Heat exhaustion: A form of heat illness characterised by a high heart rate, dizziness, headache, loss of endurance/skill/confusion and nausea

Heat Illness: Occurs with high intensity activity that elevates body temperature and/or prolonged exposure to hot weather

Heat stroke – A form of heat illness with characteristics similar to heat exhaustion in conjunction with dry skin and confusion. Heat stroke may arise in a participant who has not been identified as suffering from heat exhaustion and has persisted in further activity

Intermittent – Stopping and starting at intervals

Lightning - a flash of light in the sky, occurring during a thunderstorm and caused by a discharge of electricity, either between clouds or between a cloud and the earth

Storm - An atmospheric disturbance manifested in strong winds accompanied by rain, snow, and/or other precipitation and often by thunder and lightning

Thunder - The crashing or booming sound produced by rapidly expanding air along the path of the electrical discharge of lightning

Wet Bulb Globe Temperature (WBGT) – is a composite temperature used to estimate the effect of temperature, humidity, wind speed (wind chill, and visible and infrared radiation) (usually sunlight) on humans. It is used by industrial hygienists, athletes, and the military to determine approximate exposure levels to high temperature.

GQMC – Gridiron Queensland Management Committee

GQ – Gridiron Queensland Inc.