



STATE OF ORIGIN PLAYER SELECTION POLICY 2020 OPEN & YOUTH DIVISIONS

1. Preamble

- 1.1. The purpose of this policy is to ensure a fair and equitable process is undertaken for the selection of the Queensland State of Origin teams.
- 1.2. The policy will cover two distinct groups being – Opens & Youth (20s) Divisions.

2. Selection Policy

- 2.1. Players who wish to be considered for State of Origin selection shall be required to compete and be assessed in at least **one** of the following, noting that the Queensland State Cup event is the **mandatory** * event for selection purposes and athletes are required to be at this forum. The other events are considered secondary events for TID purposes.
 - North Queensland State Championships
 - Queensland State Cup*
 - National Touch League
- 2.2. All intending Queensland Opens & Youth SOO players must have satisfied the eligibility requirements as they pertain to TFA for National Representation.
- 2.3. The Selection Policy and its relevant processes shall be overseen by the High Performance & Pathways Manager and the High-Performance Unit.
- 2.4. Players who make themselves available for State of Origin selection may be selected in any team they are eligible for as determined by the Queensland State of Origin High-Performance Unit





- 2.5. Where a player has been selected in a State of Origin team and subsequently withdraws from that team with a valid excuse, such player shall be deemed ineligible for selection in any other State of Origin team for that series.
- 2.6. Where a player has been selected in a State of Origin team and subsequently withdraws from that team without a valid excuse, such player shall be deemed ineligible for selection in any other State of Origin team for that series and, shall show cause why they should be considered for any further NRL Touch Premiership & SOO series.
- 2.7. In accordance with the Head Coach Selection Policy personnel appointed to State of Origin coaching or management positions shall be ineligible to be selected as a player in any State of Origin team.

3. Selection Process

- 3.1. The selection / TID process shall be undertaken by the Head Coach and his duly appointed Assistant Coach in each of the relevant divisions. The QTF SOO High-Performance Unit will oversee the process and be a part of all deliberations in all divisions. (Note: High Performance outcomes shall be the priority in all selection deliberations and final decisions)
- 3.2. Selections will take into consideration the criteria provided by the Head Coach of the relevant division. Head Coaches shall be required to provide a team selection criterion to the High-Performance & Pathways Manager prior to undertaking any TID or selection process.
- 3.3. The selection process at Open & Youth (20s) level shall be conducted via an appropriate TID process.





- 3.4. All Head Coaches and relevant selectors shall document their justifications for every player they consider suitable for any State of Origin team. Such justifications will assist in the formation of teams.
- 3.5. Open Team selection will occur in the following order:
 - 3.5.1 Men's Open, Women's Open
 - 3.5.2 Mixed Open
 - 3.5.3 Men's 20s, Women's 20s
- 3.6. Final TID for the State of Origin teams shall conclude at the completion of the NTL competitions and a squad of 24 players will be named in each division.
- 3.7. The relevant SOO HP Unit member will coordinate selection meetings with the Head Coaches in the order listed in clause 3.5. Players not selected in one division may then be selected in another division, subject to the player's eligibility and in accordance with High-Performance program outcomes.
- 3.8. The 24 players shall be invited to attend the final team selection camp(s) which shall take place in SE Qld during April 2020. (*Note - players shall be required to confirm their acceptance of the invitation to attend the final camp within 7 days of receiving notice*)
- 3.9. The first camp shall be for Open & 20s divisions only and players who fail to make the teams from this camp shall also be afforded the opportunity to attend the subsequent second camp where the Mixed and Masters teams shall be selected.
- 3.10. At the conclusion, of the first camp, Head Coaches shall submit a team list of 14 (fourteen) players and 6 (six) shadow players to the High Performance & Pathways Manager who shall seek ratification from QTF on their behalf.





- 3.11. All Queensland State of Origin teams shall be announced via the Qld Touch Football website when all teams are finalized and until that time, strict confidentiality applies to all involved in the process.
- 3.12. Upon announcement of the teams all selected players shall, within the communicated timeframe, be required to confirm their availability to serve as final confirmation of selection.
- 3.13. A panel consisting of the High-Performance Manager, a member of QTF High Performance Team, and one other neutral person shall to be established to facilitate and manage all selection disputes and or dispensation requests.

4.0 Replacement of Players

- 4.1 Should a player withdraw from a SOO team the replacement method shall follow the process below –
 - 4.1.1 The Head Coach contacts the High Performance & Pathways Manager and notifies them of the withdrawal including relevant reasons. (Note – Players may be asked to provide documentary evidence of the reason of withdrawal if applicable)
 - 4.1.2 The Head Coach selects a replacement player from either the Mixed or 20s teams (provided it is not within 2 weeks of the event unless Coaches from both teams agree on the replacement) or the available shadows. (note - All replacements must come from the shadow list first and additional players may be considered only after this list is exhausted.)





4.1.3 At all times – High Performance outcomes should take priority when replacing players and the relevant SOO HP Unit member will have the final say in this regard.

4.2 Should a player withdraw from the initial squad the replacement method shall follow the process below –

4.2.1 The Head Coach contacts the High Performance & Pathways Manager and a replacement is chosen from the shadow list.

