



**CRONULLA SUTHERLAND DISTRICT JUNIOR  
RUGBY FOOTBALL LEAGUE INCORPORATED**

**COMPETITION RULES  
JUDICIARY GUIDELINES**

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### PART ONE:

#### COMPETITION RULES

## PART TWO:

### I JUDICIARY GUIDELINES

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## 1 DEFINITIONS

1.1 In Competition Rules and Judiciary Guidelines made hereunder unless the contrary intention appears:

**“Age Group”** A player is naturally eligible to play in the competition, which is named Under, and then the age that the player is turning in the calendar year that the competition is being run.

**“Casual Member”** is a person who attends a game of one of the products and engages in support of a team or spectating.

**“Club Member”** means a financial member or Life Member of a Club and includes a registered player who is aged eighteen (18) years or above, or the nominated parent or guardian of a registered player under the age of eighteen (18) years.

**“Competition Round”** means the draw made and published for each grade and division detailing the matches to be played.

**“Cronulla-Sutherland District”** shall mean the area so designated as the Shire of Sutherland being the area so designated pursuant to the Local Government Act 1993 (as amended) or as may be determined from time to time by the NSW League.

**“District Club”** means the Cronulla-Sutherland District Rugby League Football Club Limited or such other body as may replace the Cronulla Sutherland District Rugby League Football Club Limited or assume and perform the same functions as the Cronulla-Sutherland District Rugby League Football Club Limited or to which the Junior League may from time to time affiliate.

**“District Club Player, Junior League Representative Player, Development Squad Player”** a player who has been selected or chosen by any District Club to participate in competitions or games not run by the Cronulla Sutherland Junior Rugby Football League Inc.

**“District Referees Association”** means the Cronulla-Sutherland District Rugby Football League Referees Association Inc or such other body as replaces or assumes or performs the same or similar functions of providing referees and touch judges to officiate at competitions conducted by the Junior League, the NSWRL and the ARLC.

**“Division”** means the separate competitions into which each grade (ie Age Group) is sub-divided according to the assessed ability of each team.

**“Grade”** means the age group into which the full competition for each season is divided.

**“Junior League”** means the Cronulla-Sutherland District Junior Rugby Football League Inc. (CSDJRFL)

**“Management Committee”** means the Chairman, Deputy Chairman, Executive Officer, Director of Finance and Director of Member Services of the Junior League, who shall be ex officio members of all Sub-Committees with such powers and functions as provided for in these Competition Rules and By Laws, from time to time, and is a duly appointed sub-committee pursuant to the Junior League Constitution.

**“Members”** includes Life Members, Member Junior League clubs, members of the Junior League and member officials appointed by or elected by the Junior Rugby League.

**“NSWRL”** means the New South Wales Rugby League Limited or such other body as replaced or assumes or performs the same functions as the New South Wales Rugby League Limited, in the case of the CSDJRFL this is the NSWRL Community Rugby Leagues' Association.

**“Official Trial”** a trial game organised by Junior League.

**“player” or “players”** means a player or players who is/are registered as a player or players of a Member Body.

1.2 For the purpose of these Competition Rules, Judiciary and Registration and Grading Guidelines and of any Rule and By Law made hereunder Junior Clubs are referred to as “Member Bodies” and individually as “Member Body” which term, unless the contrary intention appears, includes the individual members of those bodies and the officials, coaches, managers, trainers and the assistants of any football team of the member bodies who are not registered as members of such member bodies.

1.3 In the interpretation of the Competition Rules and Judiciary Guidelines:

- (a) Any headings and marginal notations in the Competition Rules and Judiciary Guidelines have been inserted for convenience only and shall not in any way limit or govern the construction of the terms of the Competition Rules and Judiciary Guidelines.
- (b) Any reference in the Competition Rules and Judiciary Guidelines to any statute is deemed to include all regulations under that statute and all amendments and revisions made from time to time to that statute and all statutes regulations by-laws ordinances and the like amending consolidating or replacing that statute.
- (c) Words importing the singular number shall be deemed to include the plural and vice versa.

“**Products**” now define the games played by members of the member bodies of the JUNIOR LEAGUE, the products are:

“**Rugby League tackle**” means the game of Rugby League Football played in accordance with the laws laid down by the Australian Rugby League Board or such other body as replaced or assumes or performs the same functions as the Australia Rugby League Board as amended to meet local requirements as by NSWRL.

“**League Tag**” means the game of League Tag Football played in accordance with the laws laid down by the Australian Rugby League Board or such other body as replaced or assumes or performs the same functions as the Australia Rugby League Board as amended to meet local requirements as by NSWRL.

“**League Touch**” means the game of League Touch Football played in accordance with the laws laid down by the Cronulla Sutherland Junior Rugby League or such other body as replaced or assumes or performs the same functions as the Cronulla Sutherland Junior Rugby league Management Committee as amended to meet local requirements.

“**9’s Football**” played in accordance with the laws laid down by the New South Wales Rugby League or such other body as replaced or assumes or performs the same functions as the NSWRL Board as amended to meet local requirements.

“**Registration and Grading Committee (RGC)**” means the Registration and Grading Chairperson (elected at AGM), 8 Vice Presidents, Junior League Coaching Director, Members of the Junior League elected to the committee, Life Members elected to the committee, Junior League Competition Administrator, Junior League Age Co-ordinators, Junior League Executive Members as required.

“**Representative Player**” means a Player who has played Representative Football at any time within the last 24 months.

“**Representative Football**” means the Elite Competitions conducted by the NSWRL, CRL or QRL.

## 2 GRADING OF TEAMS

2.1 The Cronulla Sutherland District Junior Rugby Football League Incorporation (‘Junior League’) may conduct competitions in the following Age Groups in accordance with appropriate age limit as listed:

- First (1<sup>st</sup>) Grade, Second (2<sup>nd</sup>) Grade and Emerging Cup, players must have turned 17 years of age to participate. *Note: see appendix A for Emerging Cup*

Any Age Groups from Under 23 to Under 17 as determined by the General Committee of the Junior League from time to time.

- Under 16
- Under 15
- Under 14
- Under 13
- Under 12
- Under 11
- Under 10
- Under 9

NOTE: - Under 6, under 7 and under 8 Grades are non-competitive.

- 2.2 The above Age Groups may be on agreement with the members, agree to play in joint competitions or competitions organised by the NSWRL, named Conference Competitions. These competitions may have their own rules and regulations which should be referred to.
- 2.3 When competitions are administered by the Junior League the following applies unless NSWRL rules are adopted.: If the situation arises where a rule cannot be found the Management Committee will determine if local rules apply.
- 2.4 The abovementioned Age Groups may be further subdivided by the RGC of the Junior League into divisions or Team 1 or Team 2 (where two or more teams in the same grade and division) according to the assessed ability of the teams and the number of teams entered in any Age Group and division where possible a minimum of six (6) teams should be in a division and the lower divisions should have the lesser amount of teams.
- 2.5 If the Management Committee believe it is not for the best interest of the Junior League it may instruct the RGC to form or structure a competition for the betterment of any grade and / or where “common sense” needs to prevail.
- 2.6 Players must have turned the age of four (4) years of age before being allowed to register to play, or to take part in any training, trial or sanctioned match.
- 2.7 A player’s age to be before the 1st day of January of each calendar year.
- 2.8 The RGC will be responsible for;
  - (a) The registration of players including transfers of players and will ensure that the appropriate rules from Junior League and NSWRL Policies and Procedures are applied for the registration and transfer of players.
  - (b) The grading of competitions administered by the Junior League.
  - (c) The review of grading of outside competitions that Junior League teams participate in with recommendations made to the administrators of those competitions.
  - (d) The auditing of game day sheets, the recording of games played and the application of the appropriate rules in regard to registration and playing up rules for competitions administered by Junior League as per clause 9.8.
  - (e) Ensure that systems are in place for the auditing of game day sheets for outside competitions that Junior League sides participate in.

**NOTE;**

Information and access to information in regards to player registrations are privileged and confidential information and must not be passed on or used by members of the RGC for any other purpose.

Members of the RGC are bound by the Junior League constitution in regards to conflicts of interest. (ie being a member of a club).

- 2.9 (a) During the offseason, the RGC will review results of all Junior League competitions from the previous season including finals and grand finals. Grand final teams that win will move up a division for the next season (if the grand final score is a draw both sides will move up a division for the next season).
- (b) Teams that have struggled in the previous season will be noted for review with the clubs and the Junior League Coaching Director for any assistance that can be given to those sides from the Junior League and its resources.
- 2.10 (a) For Competitions that require regrading after a round determined by the Management Committee (depending on the length of season). The RGC will review results weekly (with age coordinators if applicable) to high light games that will be watched and reviewed by members of the RGC prior to regrading.
- (b) RGC will meet prior to the regrading round and submit the regrading's to the Management Committee.
- (c) RGC will regrade non-competitive competitions at a round determined by the Management Committee. The RGC will continue to monitor these competitions throughout the year and regrade if required.
- (d) All decisions made by the RGC in regard to regrading are final with no appeals.

### 3 MEMBERS ADDRESSES

- 3.1 Each Secretary of every Member Body shall forward a list of names and addresses of the financial members (as per the constitution).
- 3.2 Each Secretary of every Member Body shall forward a list of names and addresses of registered Players, Coaches, Managers, Trainers and Officials of such Member Body to the Executive Officer of the Junior League for registration, before taking their position in their team.

### 4 REGISTRATION

- 4.1 All players, coaches, managers, trainer's and officials must be registered each season prior to taking part in any competition match. To complete registrations for this purpose a player must complete all Registration Guidelines as agreed by the General Committee recommendations and must participate in an official match with a player selected Member Body as per sub-clause 4.11.
- 4.2 All players must be registered as per the Registration Guidelines as advised by the RGC of the Junior League at the commencement of each season and approved by the General Committee of the Junior League.
- 4.3 (a) The competition administrator will monitor transfers for compliance with the Rules, Policies and Procedures of Junior League and NSWRL and refer transfers that do not comply. The competition administrator will send to the Executive Officer the non-complying transfers. Where the Executive Officer has received submissions for non-complying transfers the Executive Officer will send the transfer to the RGC for review
- (b) Any player transfers that do not comply with the Junior League rules and NSW Policies and Procedures must be accompanied by written submission from the player / parent

(or guardian) and any submissions available from Member Bodies before any review from the RGC takes place. The submissions are to be emailed to the Executive Officer.

- (c) The RGC will meet when required to review player transfers sent to the committee by the Executive Officer. After reviewing the information provided to the RGC, the RGC will vote to allow or deny the player transfer.

4.4 (a) Appeals for player transfers will be accompanied with the fee set by the Management Committee set from time to time. A fee of \$250 applies if no amount has been set by the Management Committee.

- (b) The Management Committee will consider any appellants appeals as per the NSWRL player transfer policy and act accordingly as outlined in the NSWRL Transfer Policy.

4.5 Member Bodies may not register or permit females to play in a male "Rugby League Tackle" competition team above Under 12 Grade.

4.6 Registrations are online and will be accepted when a birth certificate, photo identification of a current licence, or current Australian / International passport is presented, except where:

- (a) in extenuating circumstances, a statutory declaration may be accepted.
- (b) a player has previously been registered and has previously provided to the NSWRL or the Junior League satisfactory evidence of his / her birth date and the Junior League has a copy of this on file.

4.7 A player may only play with their Member Body once their online registration is complete. A failure to satisfactorily complete the player's registration as noted prior to the player taking the field, means that the player shall be deemed to be unregistered for the game(s) played.

4.8 (a) (i) Any Member Body playing an unregistered or unqualified player ('offending Member Body') shall be fined such amount as recommended by the Management Committee of the Junior League and approved by the General Committee of the Junior League. A fine of \$500 applies if no amount has been set by the Management Committee.

- (ii) In all cases where unregistered or unqualified players are concerned any competition points awarded are to be forfeited and awarded to the opposing team of the non-offending Member Body.

- (iii) A non-offending Member Body must notify the Executive Officer of the Junior League in writing of any such infringement within five (5) calendar days following the relevant competition game.

(b) (i) An offending Member Body who has been found to have breached sub-clause 4.8 (a) (i) may appeal to the Management Committee of the Junior League.

- (ii) Such appeal will only be heard where an offending Member Body can produce fresh evidence which was not available to the RGC of the Junior League.

- (iii) Any such appeal must be addressed to the Management Committee of the Junior League and served upon the Executive Officer of the Junior League within seventy two (72) hours of the date of the decision of the General Committee of the Junior League.

4.9 (a) All players in competitive competitions may be required to sign forms as may be determined by RGC or Management Committee of the Junior League from time to time.

- (b) Players signing and completing team sign on sheets are subject to disqualification if particulars contained therein are found to be incomplete, incorrect or misleading and sub-clause 4.8 shall apply.

- 4.10 Any player desiring to play under an assumed name for personal or other reasons must register his correct name with the Executive Officer of the Junior League or the Chairman of the RGC of the Junior League, who shall treat the matter with the utmost confidentiality.
- 4.11 Any player who takes part in an official trial or competition match whether registered or unregistered, shall be deemed to have played with that Member Body.
- 4.12 No player shall register and play with more than one Member Body in any one season except:
- (a) Players with Member Bodies which have withdrawn from any competition will be allowed to make application for re-registration with another Member Body.
  - (b) Players with Member Bodies still engaged in a competition who desire to re-register must submit, with their application for re-registration, written consent to transfer from their original Member Body and the Member Body with whom they desire to re-register. This sub-clause can only apply to applications for re-registration that are submitted prior to 5.00pm on the 30<sup>th</sup> June in each year.
- 4.13
- (a) To qualify to play in the current season, all player transfers and clearances must be initiated by no later than 5.00pm on the 30<sup>th</sup> June each year except where a member body is registering a previously registered player of that Member Body whom has yet to register with that Member Body for that competition season or is a player whom has never registered as a player in the code of rugby football league.
  - (b) A Member Body shall not refuse to issue a clearance for a player unless he / she is in default of any financial obligations to that Member Body or to the Junior League, under disciplinary disqualification or suspension.
  - (c) A Member Body when requested for a transfer that involves guardian or family court matters, shall refer the matter to the Executive Officer, who will refer the matter to NSWRL for consideration, unless all parties agree with the actions in the matter.
- 4.14 Any player who has played in any team, Grade or competition which is not controlled by the Junior League, must first obtain clearance from the other controlling body of that team, Grade or competition before he / she will be allowed to play in any Grade within the Junior League. The Executive Officer of the Junior League must be notified of such clearance by the other controlling body, through the online transfer system.
- 4.15 A player who participates in a District Club match is not permitted to play in a Junior League game on the same weekend, unless cleared by the District club.
- 4.16
- (a) Any player chosen in any District Club and / or Junior League representative, final squad shall need to apply in writing to the Executive Officer of the Junior League stating the player's reasons for such transfer, providing that a player's parent / guardian must support the transfer, if appropriate. The Management Committee of the Junior League will make appropriate recommendations to the General Committee of the Junior League for its consideration and approval.
  - (b) Any District Club and / or Junior League representative, development squad player that is not registered to a Member Body and/ or is new to the Junior League will be allocated to play with a Member Body after recommendations have been made to the General Committee by a relevant Sub-Committee and ratified.
  - (c) All representative players or their guardians must sign the Cronulla Sutherland District Rugby League Club letter informing them of their status, restriction on transfer and adherence to regulations as agreed with the Cronulla Sutherland Junior Rugby League.
  - (d) Players returning to the CSDJRFL competition at the completion of the NSWRL District Junior Representative competitions shall be cleared back to the club with which the player was registered with in the previous year.

- (e) A representative player will be a player selected in the final squads of representative teams that compete in the NSWRL Junior Representative competition.
- (f) For the purposes of these rules representative players all players that have represented and competed in NSWRL Junior Representative competition in the current year and/or either of the two previous calendar years.
- (g) When a representative player returns to the Junior League (for whatever reason) the player will return to the club last registered with for the remainder of the season.
- (h) Once a player accepts representative selection, the player also accepts all transfer and other conditions that apply to the transfer and movement of representative players under this rule.
- (i) Should a representative player who was registered with a club in the CSDJRFL within the previous two (2) seasons, submit a clearance from another district to play in the CSDJRFL, that player will be automatically attached to the club in the CSDJRFL, that the player was last registered with unless approval is given by the Board of Management for the player to be attached to an alternate club.
- (j) Only one (1) representative player shall be permitted to transfer to any club team in the same age group that has less than four (4) representative players. No representative player shall be permitted to transfer to any club team in the same age group that already has four (4) or more representative players, without the approval of the board of Management or its delegated sub-committee.

4.17 No Member Body may register more than:

- (a) A maximum of eleven (11) players per team in a Mini League Rules Competition Under 6's to Under 7's.
- (b) A maximum of thirteen (13) players per team in Under 8's and Under 9's.
- (c) A maximum of seventeen (17) players per team in a Mod League Rules Competition Under 10's to Under 11's.
- (d) A maximum of twenty (20) players per team in International rules competition for Under 12's to Under 14's.
- (e) A maximum of twenty-five (25) players per team in International rules competition for Under 15's to Under 18's.
- (f) A maximum of thirty (30) players per team in International rules competition for Under 20's, Emerging Cup to 1st Grade.

4.18 Once a team has reached its maximum number of players, they cannot register any more unless they de-register a player to make space for the incoming player.

4.19 Once a player is de-registered, they cannot re-register with the same Member Body in the same season. The player may re-register with another Member Body for that season, provided they are not subject to sub-clause 4.12.

4.20 Where a player wishes to transfer from a Member Body to another Member Body the Junior League shall have the power to refuse the registration of any player with the other Member Body, if in the opinion of the Management Committee of the Junior League such registration would be detrimental to the best interests of the Junior League competition and the game and the Management Committee of the Junior League shall have the right to nominate the Member Body with whom such player may register.

4.21 The General Committee of the Junior League shall have the power to refuse the membership of any person with a Member Body.

- 4.22
- (a) Where two or more teams from two different Member Bodies wish to merge their sides to form a Merged Team to play in the Junior League Competition and players of those Member Bodies wish to maintain their registered status with their original Member Body they need to make application to the RGC of the Junior League for dispensation, who will make appropriate recommendations to the General Committee of the Junior League for its consideration and approval. The approval will be provided as a permit to play, differing from a transfer.
  - (b) A member body must have a minimum of 30% of the maximum number of players in a team as per clause 4.17 to be part of that merged team (number rounded up). Note: Round off numbers as required once the percentage is applied.
  - (c) All registered players in a Merged Team can return to their original Member Body where they were registered to play in a different Grade or Division in accordance with Rule 5 - Playing in a Different Grade or Division.
  - (d) A Merged Team may call upon registered players from both original Member Bodies from time to time in accordance with Rule 5 to fill in for their Merged Team where needed.

## 5 PLAYING IN A DIFFERENT GRADE OR DIVISION

### (U9's to U20's when applicable)

- 5.1 Subject to sub-clause 5.1 (b), any player may play games up one grade and back one division only, provided that:
- (a) The team they play up one age group and back one division plays no more than one (1) reserve during that competition game played. If a Member Body is found to be in breach of this competition rule, then the provisions of sub-clause 4.8 shall apply
  - (b) Where a player plays in six (6) or more competition games in a different grade or division he or she is ineligible to play again for the team in which he / she is registered during the same competition season.
  - (c) Any player playing up one (1) grade in an equivalent or higher division that also plays the full game for their primary team in the same day / weekend, that game will not count to the quota of six (6) competition games as per 5.1(b).
  - (d) Players from U17 to 1st Grade inclusive are permitted to play an unlimited number of matches in any different grade without sacrificing their qualification in the original team in which they registered.
  - (e) No player shall participate in any match in a Division lower than the grade he/she has been originally registered in their own grade.
  - (f) A player may not participate for a secondary team at the expense of players registered to that team as their primary team.

## 6 PLAYING IN THE SAME GRADE AND DIVISION

- 6.1
- (a) Where a Member Body has two or more teams entered in the same grade and division in the one competition, Team No 1 players are ineligible to play for Team No 2 or lower.
  - (b) A player may play more than one game in the same age group or division on the same day providing the player does not play in an age group or division lower than where the player is registered and subject to rule 5.1.
  - (c) For the purpose of an open aged group, where a Member Body has two (2) or more teams in the same division to qualify for play-offs, semi-finals, finals and grand finals the

player must have played more games for that team or three (3) of his last five (5) matches in that team to qualify.

## 7 TEAM SIGN ON SHEETS

- 7.1 Team sign on sheets are to be signed by the players, coaches, trainers and managers and presented to the ground control table at the ground where the match is being played at least twenty (20) minutes prior to the scheduled start time of the match. Players, coaches, trainers and managers must print their names and jersey numbers in block letters as well as sign the sheets. Every player by round one (1) of the competition season (unless a different round is nominated by the Management Committee) must produce their registration card or approved online registration identification prior to the commencement of the match with the team sign on sheet. No card no play. (See also Semi-finals, finals and grand finals).
- 7.2 The RGC of the Junior League or any other person directed by the Management Committee of the Junior League may at any time check all player, coach and trainer qualifications. Players whose signatures do not compare with the same signature as previous game day sheets shall be cited to appear before the Management Committee and RGC to explain the difference in the signatures and if, following an investigation, it is deemed that an unqualified player has taken part in a competition match or impersonated a registered player, both players shall be liable for disqualification and / or other disciplinary action. Club fines will apply as per direction of the Management Committee.
- 7.3 All appeals against the decision of the RGC of the Junior League shall be heard by the Management Committee of the Junior League.
- 7.4 The team sign on sheets must be available for inspection by members of the RGC of the Junior League or any other person directed by the Management Committee of the Junior League at a General Committee Meeting of the Junior League. It shall be the responsibility of the Member Body appointed to manage the ground where matches are played to present to the Junior League Competition Administrator the team sign on sheets, either emailed or faxed by 5pm on the next business day immediately following the weekend on which such matches are played.
- 7.5 Reserves will only be signed on the team sign on sheet when they actually take the field in competition matches. A reserve that has not taken the field will not have the game allocated as a game played. (See also Semi-finals, finals and grand finals).
- 7.6 Any player, coach or trainer taking part in a Junior League competition match without first signing the team sign on sheet shall be deemed to be unregistered or unqualified.

## 8 TEAM NOMINATIONS

- 8.1 Team nominations for the different competitions shall be made in writing to the Executive Officer of the Junior League, accompanied by the appropriate fee prescribed by the General Committee of the Junior League from time to time. All team nominations shall close on a date to be fixed by the Management Committee of the Junior League and advised by the Executive Officer of the Junior League. Note: the divisions nominated by a Member Body will only be a guide for the RGC, teams are not guaranteed to play in their nominated divisions.
- 8.2
- (a) In the first week in February (date determined by the Management Committee); clubs must submit a list indicating possible teams that may be nominated for the current season to the Competition Administrator.
  - (b) In the first week in March (date determined by the Management Committee); clubs must submit their Team nominations to the Competition Administrator.
  - (c) Within seven (7) days of team nominations, the RGC will hold a meeting with all clubs in attendance represented by the clubs 2 delegates. At this meeting, the clubs will have the opportunity to voice any concerns they have in regard to the current season's

competitions. There will be no voting at this meeting but the RGC may seek an indication from clubs on certain issues.

- (d) The RGC will review team nominations and submit this review to the executive for submission at the next general meeting prior to the start of the current season.
- (e) All decisions made by the RGC in regard to team nominations are final with no appeals.

- 8.3 Clubs are to supply a Mastercard of players registered in each team prior to the commencement of the season at a date to be fixed by the Management Committee (see Registration and Grading Guidelines).
- 8.4 No Member Body will have two (2) teams in Division 3 (C Division) or lower.
- 8.5 A player may only be listed on the Mastercard of their primary team. No player is allowed to be listed on two (2) or more Mastercards.

## 9 COMPETITION MATCHES

- 9.1 The draw for competition matches including dates, times and ground allocations for all matches shall be arranged by the Competition Administrator and the Grounds Committee of the Junior League. When the draw is available it will be sent to Club Secretaries to confirm no errors or omissions. Draws will not be modified for individual team's requirements.
- 9.2 Competition points are awarded as follows:
  - (a) Win = 2 points (also for a team receiving a forfeit)
  - (b) Draw = 1 points
  - (c) Loss = 0 points
  - (d) Bye = 2 points
  - (e) Forfeit = 0 points (for the team forfeiting)
  - (f) Washout = 0 points (including BYES and forfeits in washouts).

If a team forfeits a match, the match shall count as a match played and be declared in favour of the non-forfeiting team. A Member Body whose team is forfeiting a match may be fined an amount as deemed appropriate by the General Committee of the Junior League. A score of 24 to nil will be recorded for the non-forfeiting team as the result of all games involving a forfeit.

- 9.3 Any team which has forfeited three (3) times may, at the discretion of the General Committee of the Junior League, be eliminated from the current Junior League competition.
- 9.4 A team claiming a forfeit must complete a team sign on sheet, provided however, that where the Management Committee of the Junior League have given approval because of prior notification (i.e. before 5.00 pm on the Wednesday before the weekend the competition match is scheduled to play) by the Member Body whose team is forfeiting, then in such circumstances completion of a team sign-on sheet shall not be necessary.
- 9.5 For the purpose of qualifying a player, a forfeit shall be classed as a match played for the non-forfeiting team. The non-forfeiting team must complete a team sign on sheet with the appropriate players who would have participated in that match (Refer sub-clause 7).
- 9.6 For the purpose of a player under suspension a forfeit by the opposing team shall be counted as a match in reduction of the player's suspension, but should the suspended player's team forfeit, this match will not be counted.
- 9.7 A bye shall be declared a win, but not as a match played for player qualification purposes.
- 9.8 Game day sheet auditing;

The competition administrator will audit game day sheets for compliance including player registration and playing up rules. If required, the competition administrator will use members from the RGC to assist with the auditing of game day sheets. Any non-compliance by teams will be referred to the RGC for review. The RGC will submit their findings to the Management Committee for the appropriate action to be taken.

- 9.9 Split rounds may be played where necessary at the direction of the General Committee of the Junior League.
- 9.10 For all matches in age groups from under 9's to under 17's, should a score differential reach fifty (50) points, the 'mercy rule' shall apply, and the match shall be deemed complete and finished at this point. The Ground Manager controlling the ground at the time the match took place shall also have the discretion to deem a match complete and finished should a team be deliberately engaging in game play as to not reach a score differential of fifty (50) points, such as when they are close to fifty (50) points ahead, they do not score more points, or continue to turn the ball over to the opposition. For 18's to Open Age the score differential is sixty (60) points.
- 9.11 No team is required to play twice in the one weekend unless required to allow the competition to finish on the weekend scheduled by the General Committee of the Junior League.
- 9.12 When a District Club or Junior League representative match has an effect on a Junior League Division one (1) competition and / or match a Member Body can apply to defer the Junior League match to a further time to be determined by the Management Committee of the Junior League.
- 9.13 Official pre-season trial matches may be conducted by the Junior League from time to time.

## 10 CLUB CHAMPIONSHIPS

- 10.1 An individual Senior Club Championship shall incorporate all Junior League products and grades and from Under 13 to 1st Grade. A championship trophy will be awarded for the overall aggregate, and shall have points allocated in the following manner:
- (a) 1<sup>st</sup> Grade to Under 17 competition points multiplied by 5.
  - (b) Under 16A, under 15A, under 14A and Under 13A competition points multiplied by 3.
  - (c) Second Division in each grade (including 2<sup>nd</sup> & 3<sup>rd</sup> Grade, Emerging Cup and overage competitions) competition points multiplied by 2.
  - (d) Third Division or lower division competition points multiplied by 1.
- 10.2 The Junior Club Championship shall incorporate all Junior League Products and Grades, a championship trophy will be awarded per product and overall, from Under 9 to Under 12 which shall be determined as follows:
- (a) Highest Division competition points multiplied by 4.
  - (b) Second Division competition points multiplied by 2.
  - (c) Third Division competition points multiplied by 1.
  - (d) The total points scored by the qualifying Member Bodies are to be divided by their number of teams plus 1. To qualify for the Junior Club Championship, Member Bodies must have a minimum of two (2) sides from U9 to U/12 which must compete in a full competition season.
- 10.3 All trophies are to remain perpetual and cannot be permanently retained by any Member Body.

- 10.4 (a) A Most Improved Team Trophy will be awarded annually and individual trophies are to be presented to each player in the selected team.
- (b) The method of determining the Most Improved Team will be as follows:
- (i) The award will be judged over a maximum of fourteen (14) Junior League competition games, where possible, (being the last fourteen games played and excluding semi-finals, finals, and grand finals)
  - (ii) The team that scores the most competition points in the second half of those fourteen games above their first half competition points shall be declared the Most Improved Team.
  - (iii) Where two (2) teams are equal, first and second half competition points scored, then the difference between points for and against, as calculated as per the competition points in sub-clause 10.4 (b) (ii) shall then decide the Most Improved Team.
  - (iv) All teams competing in the Under 9 to Under 12 competitions inclusive shall qualify for this award.
  - (v) Any team regraded down in the current competition year is ineligible to qualify for this award.

## 11. TIMES OF PLAY

- 11.1 Matches shall commence at such times and be played upon such grounds as approved by the General Committee of the Junior League. A maximum of ten (10) minutes after the official starting time will be allowed for play to commence after which time the team not prepared to take the field and commence play when requested by the Ground Manager shall be deemed to have forfeited. If both teams are not prepared to take the field and commence play, the match shall be declared abandoned and details must be given to the Executive Officer of the Junior League in writing and the matter is to be referred to the Management Committee of the Junior League to take any action it decides and in such instance no points shall be awarded to either team.
- 11.2 Apart from Mini League, it will be expected that all competition matches shall be played in two (2) equal divisions of match time with five (5) minutes for time off allowed for stoppages in play in the second half of Under 15 to 1<sup>st</sup> Grade games. (See also Semi-finals, finals and grand finals).
- 11.3 In the event that more than twenty (20) minutes of match time is lost during the course of the match, in either half of the match, representation should be made in writing to the Executive Officer of the Junior League for the game to be replayed which is to be determined by the General Committee of the Junior League.
- 11.4 Times of play shall be:

### **League Tackle**

Games shall be PLAYED in EQUAL TIME DIVISIONS

1<sup>st</sup> Grade to Under 21 – 2 x 35 Mins (10 min rest interval at half time)

2<sup>nd</sup> Grade - 2 x 35 Mins (10 min rest interval at half time)

Under 20 (Emerging Cup) – 2 x 30 Mins (10 min rest interval at half time)

Under 18 - 2 x 30 Mins (10 min rest interval at half time)

Under 17 - 2 x 30 Mins (10 min rest interval at half time)

Under 16 - 2 x 30 Mins (10 min rest interval at half time)

Under 15 - 2 x 30 Mins (10 min rest interval at half time)

Under 14 - 2 x 25 Mins (10 min rest interval at half time)

Under 13 – 2 x 25 Mins (10 min rest interval at half time)

Under 12 - 2 x 20 Mins (5 min rest interval at half time)

Under 11 - 2 x 20 Mins (5 min rest interval at half time)

Under 10 – 2 x 20 Mins (5 min rest interval at half time)

Under 9 to Under 6 - 4 X 8 Mins (1 min interval between quarters, this may be extended to 3 minutes for half time).

Open Age Female - 2 x 30 Mins (10 min rest interval at half time)

Under 18 (Female) - 2 x 25mins (10 min rest interval at half time)

Under 16 (Female) - 2 x 25mins (10 min rest interval at half time)

Under 14 (Female) - 2 x 25mins (10 min rest interval at half time)

### **Blues Tag**

League Tag Over 35's (Men) - 2 x 25 Mins (10 min rest interval at half time)

OPEN (Female) - 2 x 25 Mins (10 min rest interval at half time)

U18 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U17 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U16 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U15 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U14 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U13 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U12 (Female) - 2 x 25 Mins (10 min rest interval at half time)

U11 (Female) - 2 X 20 Mins (5 min rest intervals at half time)

U9 (Female) – 4 X 8 Mins (1 min interval between quarters, this may be extended to 3 minutes for half time).

### **Touch**

U7's Touch (female) – 4 X 8 Mins (1 min intervals between quarters, this may be extended to 3 minutes for half time)

NB: The Ground Manager will have the final say with the agreement from both team coaches if interval times are different from those listed due to circumstances on the day and time of game.

11.5 Each team will nominate a timekeeper to jointly keep time for the match. Ground Managers are to see that the appointed timekeepers sign the respective team sign on sheets.

11.6 Matches should not commence before 9.00am, where possible unless otherwise directed by the General Committee of the Junior League.

## 12. CONTROL OF JUNIOR LEAGUE MATCHES

- 12.1 No match scheduled to play shall be postponed, cancelled or re-scheduled without permission of the General Committee of the Junior League unless the playing ground and weather conditions are considered unfit by:
- (a) the Management Committee of the Junior League; or
  - (b) both team coaches before play commences; or
  - (c) the two (2) captains for Grades Under 17 to 1st Grade on the field of play, and by the coaches in Under 6 to Under 16.

In all circumstances the Referee then shall be the sole adjudicator as to the fitness of the ground for playing purposes.

Note: NSWRL and the ARL have provided guidelines for hydration and hot weather playing.

- 12.2 A Referee shall be appointed for each match by the Referees Appointments Board of the District Referee's Association.
- 12.3 In the event of a Referee not being in attendance within ten (10) minutes after the scheduled starting time, then a Referee may be appointed by a member of the Management Committee of the Junior League, or representatives of opposing Member Bodies. Referees shall be prepared to start the match at any time within the scheduled time period of the match.
- 12.4 Ground Managers shall ensure that the matches start on time, but a Member Body may claim a forfeit ten (10) minutes after the scheduled starting time should the other team not be ready to take the field.
- 12.5 Ground Managers, irrespective of any possible delayed start as provided for in sub-clauses 12.3 or 12.4, should use their best endeavours to ensure that the matches are played the full time as set out in sub-clause 11.4, but matches scheduled later than the delayed match should not as a general rule be delayed more than fifteen (15) minutes past their normal commencement and finishing times.
- 12.6 Ground Managers should see that the rest interval for a match is kept to the time allocated by calling both sides to be on the field ready to play by the expiration of the allocated rest interval time.
- 12.7 The time duration of matches shall be the responsibility of the Ground Manager at all times.
- 12.8 In the event of any unforeseen circumstances which are likely to disrupt play, such as a serious injury to a player the paramount concern is to see that the matches are played and, as near as possible to the times scheduled. A common sense approach should be adopted to overcome any unforeseen circumstances delaying match play and it is suggested that the coaches or an official of a Member Body concerned together in consultation with the Ground Manager shall decide whether the match should be abandoned having regard to the safety and inconvenience to players, officials and spectators.

## 13. NUMBER OF PLAYERS

- 13.1 (a) In the event of any team playing with more than the prescribed number of players (as set out in the Mini League, Mod League or International Rules from time to time) it shall be the responsibility of the opposing Captain to draw the Referee's attention or by the Coach to the Ground Manager to the fact and the Referee shall direct the removal of such extra player or players from the field of play and all points scored by the defaulting team scored whilst the extra player or players are on the field shall be disallowed.
- (b) If such direction referred to in sub-clause 13.1 (a) is not complied with immediately of the Referee so directing, the Referee shall award the match to the non-defaulting team.

(c) If both teams are guilty of the breach of this clause by not removing the extra player/players from the field when directed by the Referee, the match shall be abandoned, and no points shall be awarded to either team. The Referee must provide a full report to the Executive Officer of the Junior League in order for the Management Committee of the Junior League to consider taking any further action where necessary.

- 13.2 In an Under 13 to 1<sup>st</sup> Grade match a team may begin a match with not less than nine (9) players and it may fill the vacant position or positions at any time during the game, but if it shall begin a game with thirteen (13) players, a maximum of four (4) replacement players may be used with unlimited interchange of replacement players to be allowed.
- 13.3 Replacement players may take the field at any time during the match but only after the replacement player has signed the team sign on sheet and has informed the Referee or Touch Judge.
- 13.4 All replacement players must sign the team sign on sheet before taking the field to play.
- 13.5 In a Rugby League Tackle / Mod League match for Under 12's a team may begin a match with not less than eleven (11) players and it may fill the vacant position or positions at any time during the game, but if it shall begin a game with thirteen (13) players, a maximum of seven (7) replacement players may be used with unlimited interchange of replacement players to be allowed. Each player in the team is to play a fair and equitable time of play.
- 13.6 In a Rugby League Tackle / Mod League match, Under 10's to Under 11's a team may begin a match with not less than eight (8) players and it may fill the vacant position or positions at any time during the game, but if it shall begin a game with eleven (11) players, a maximum of six (6) replacement players may be used with unlimited interchange of replacement players to be allowed. Each player in the team is to play a fair and equitable time of play.
- 13.7 In a Rugby League Tackle / Mini League match, U8 and U9' a team may begin a match with not less than six (6) players and it may fill the vacant position or positions at any time during the game, but if it shall begin a game with eight (8) players a maximum of six (6) replacement players may be used with unlimited interchange of replacement players to be allowed. Each player in the team is to play a fair and equitable time of play.
- 13.8 In a Rugby League Tackle / Mini League match, U6 to U7 match a team may begin a match with not less than four (4) players and it may fill the vacant position or positions at any time during the game, but if it shall begin a game with six (6) players a maximum of five (5) replacement players may be used with unlimited interchange of replacement players to be allowed. Each player in the team is to play a fair and equitable time of play.

#### 14 SEMI-FINALS, FINALS AND GRAND FINALS

- 14.1 Where teams finish on equal competition points at the end of the competition rounds then relative placings on the competition ladder shall be decided in the following manner:
- (a) Where two (2) or more teams finish on equal competition points for any position in the semi-finals, the semi-finals placings shall be determined by the points differential (for and against) in all matches played between all the teams competing in or for the semi-finals.
- 14.2 Extra time will be allowed for all time off in semi-finals, finals and grand finals.
- 14.3 If the scores are equal at full time, in semi-finals, finals or grand finals, the following times each way will be played with no time off:
- (a) 1st Grade to Under 15 Grades - 10 minutes,
- (b) All other grades – 5 minutes.
- 14.4 The team finishing after extra time with more points will be deemed the winner.

- 14.5 In the event of scores being equal after extra time has been played in the semi-finals, finals or grand finals the match will be awarded to the team finishing higher on the competition ladder.
- 14.6 In order to be eligible to play in play offs, semi-finals, finals and grand finals players must have played in at least three (3) competition games in their registered team. Once a player qualifies for one team, they may be eligible and permitted to play for another team. Players can seek to play in another age group or division other than the one they qualified for by application only to the competition administrator who will review eligibility with RGC and approve or deny the request
- 14.7 No player shall participate in any semi-final, final or grand final in an age division lower than the grade he / she has been originally registered.
- 14.8 Should a Member Body play a player who is deemed unregistered or unqualified in any semi-final, final or grand final, for all cases, the result of any game won, shall be reversed, and the defaulting team shall be disqualified.
- 14.9 All teams from Under 9 to 1st Grade are to play minor semi-finals, major semi-finals, finals, and grand finals as follows:
- (a) Team 1 v Team 2 (Major semi-final)
  - (b) Team 3 v Team 4 (Minor semi-final)
- 14.10 The winner of the major semi-final goes straight to the grand final. Loser of the major semi-final goes into the final to play the winner of the minor semi - final. The loser of the minor semi-final is eliminated. The winner of the final progresses to the grand final.

## 15 MISCONDUCT

- 15.1 (a) A Referee who has been appointed to a match by the Referees Association shall, without delay at the completion of the match report to the Ground Manager any instance or instances of rough or foul play during the progress of that match which has led to the dismissal of a player or players from the field.
- (b) The Referee must also arrange for the Secretary of the Judiciary Committee of the Junior League to be notified, by submitting a citation sheet, within twenty-four (24) hours of the conclusion of the match.
- 15.2 A Referee or Touch Judge who has been duly appointed to a match shall report any instance of misconduct by a player, players, coaches, trainers, officials or Member Body representatives irrespective of whether such misconduct occurred before, during or after such game, and whether it shall have led to the player or players or coaches or trainers being directed from the field of play or not.
- 15.3 Persons reporting such misconduct shall obtain the name of any offending player, players, coach, trainer, officials or Member Body representative from the Captain of the offending team and should the Captain or Member Body representative of the offending team fail to supply the players, coach's, trainer's, official's or Member Body's representative correct name details this shall be deemed misconduct, for which they shall be cited.
- 15.4 Any player, players, coaches, trainers, officials or Member Body representatives who have been directed to leave the playing field shall immediately leave the playing field enclosure, and shall if a player or trainer resume his / her ordinary attire, and shall be suspended from playing or officiating in any further competition matches until his / her case shall have been duly dealt with by the Judiciary Committee of the Junior League.
- 15.5 (a) Any Member Body team playing any player while under suspension or disqualification shall lose the points of any matches won or drawn in which the suspended or

disqualified player took part, and shall be rendered liable to disqualification or other disciplinary action by the Management Committee of the Junior League.

- (b) This sub-clause shall also apply to play-offs except that the offending team shall lose the match and the other team shall be deemed to be the winner of that match and progress to the next play-off round or be declared the Premiers (where applicable).
- (c) Appeals under this sub-clause must be lodged in writing with the Arbitration and Appeals Committee within seventy-two (72) hours of the date of the decision of the Management Committee of the Junior League, with a copy of the appeal being supplied to the Secretary or other appropriate official of the respondent Member Body.

- 15.6 Any matter requiring disciplinary action shall be dealt with in accordance with the Judiciary Guidelines as set out in Part Two of this document.
- 15.7 A Referee who has directed that a player, players, coach, trainer, official or Member Body representative leave the field of play pursuant to sub-clause 15.2 or a Referee or Touch Judge intends to cite a player, players, coach, trainer, official or Member Body representative for misconduct pursuant to sub-clause 15.2 must prepare a written statement on the prescribed citation form as supplied by the Ground Manager outlining the nature of the charge serving same on the offending party or the team manager for the offending Member Body team immediately after the match involving the incident so alleged to have occurred.
- 15.8 Any Member Body official / representative taking part or being involved in a competition match while under suspension or disqualification shall be automatically cited to appear before the Judiciary Committee of the Junior League.
- 15.9 Such citation referred to in sub-clause 15.7 shall, where if reasonably practicable, be heard by the Judiciary Committee of the Junior League before the next competition match.
- 15.10 Any player, coach, trainer, club official or Member Body representative not appearing before a duly convened Hearing of the Judiciary Committee of the Junior League may be suspended until such time as they do appear and have been dealt with by the Judiciary Committee of the Junior League.
- 15.11 Any Member Body, Official, Player or other who wishes to cite another Member Body, Official, Player or other must do so within 72 hours of the alleged event. The notification of the citing must be in writing to the Executive Officer of the Junior League stating the charges and breaches. Notification must also be given to the Member Body, Official, Player or other who has been cited.

## 16 APPEALS

- 16.1 (a) Subject to the Constitution of the Junior League, a member of a Member Body may appeal to the Management Committee of the Junior League against any decision of their Member Body.
- (b) Such notice of appeal shall be made in writing and lodged with the Executive Officer of the Junior League within seven (7) calendar days from the date of the decision which is the subject of the appeal.
- 16.2 (a) A player, coach, trainer, official or Member Body representative who has been suspended and/or fined by the Judiciary Committee of the Junior League may, with the written permission of his / her Member Body, appeal to the Management Committee of the Junior League.
- (b) Such appeal shall only be heard where the player, coach, trainer, official or Member Body representative can produce fresh evidence which was not available at the Hearing before the Judiciary Committee of the Junior League.

- (c) Any such appeal must be addressed to the Management Committee of the Junior League and served upon the Executive Officer of the Junior League within seventy two (72) hours of the date of the decision of the Judiciary Committee of the Junior League and must attach the original letter of permission by the Member Body of the player, coach, trainer, official or Member Body representative.

16.3 All appeals lodged pursuant to these rules shall be accompanied by an appeal fee of \$200.00 (non-refundable) or such other amount as may be decided by the General Committee of the Junior League from time to time.

16.4 Pending the determination of an appeal the decision which is the subject of that appeal shall be suspended.

## 17 PLAYERS UNIFORMS

17.1 Each Member Body shall register the colour or colours and design of its uniform or uniforms with the Executive Officer of the Junior League in writing on the approved form.

17.2 The General Committee of the Junior League shall have the power to accept or refuse any uniform for registration, if not sufficiently distinctive provided that such registration is not unreasonably refused.

17.3 Upon registration such uniform shall be the exclusive property of the Member Body first registering it and must not be worn by any other Member Body.

17.4 Each player appearing for a Member Body in any match in any competition conducted by the Junior League shall wear a jersey, with sleeves and bearing a distinctive number, socks in the Member Body's registered colours and design, shorts and boots or shoes which must not have spikes or studs which could be considered dangerous. The numbers borne on the jersey of the player shall correspond with numbers shown in the team sign-on sheets. No two or more players in the one team may wear the same numbered jersey at the same time nor a jersey that has taped numbers.

17.5 The representative uniform of the Junior League shall be that of the District Club.

## 18 INSURANCE

18.1 It shall be compulsory for all players and officials who are registered members of a Member Body, to be part of the player and official insurance scheme as determined by the General Committee of the Junior League.

18.2 All information in regard to the name of the insurer and scheme of insurance for players and officials shall be distributed by the Insurance Officer of the Junior League to all Member Bodies at the commencement of each season.

## 19 RUGBY LEAGUE TACKLE UNDER 6 to UNDER 7 / MINI LEAGUE

The following rules relate to the presence of coaches on the field during Mini League games:

19.1 Under 6 age division Coaches are allowed on the field for all competition rounds.

19.2 Under 7 age division Coaches are allowed on the field during the first half of the competition rounds. For example, up to and including round 7 of a 14-round competition.

19.3 The coach must at all times whilst on the field take up a position behind the full back position of his / her own team unless directed otherwise by the Referee.

19.4 In Under 6 and Under 7 age divisions after a try is scored the non-scoring side shall restart play with a tap on the centre of halfway.

## 20 SECOND AND THIRD GRADE COMPETITIONS

- 20.1 Free interchange of players between teams in 1<sup>st</sup> to 3<sup>rd</sup> Grade or is permitted.
- 20.2 The only restriction should be that to be eligible for inclusion in any semi-final, final or grand final of 2<sup>nd</sup> or 3<sup>rd</sup> Grade, a player on a higher grade master card must have played at least three (3) out of their last five (5) matches in that grade. The only exception will be where the higher-grade team is also in the semi-final series.

## 21 GAMES PLAYED UNDER FLOODLIGHTS

Should any part of floodlights fail during a match, causing a reasonable loss of lighting to the playing field, the teams will cease playing until the fault is rectified or after a delay of thirty (30) minutes the Ground Manager shall make a decision that the match be called off owing to flood light failure.

## 22 CODE OF BEHAVIOUR

Player, coaches, trainers, officials, Member Body representatives and Casual Members must abide by the ARL / NSWRL - Code of Conduct as set out for referees, players, coaches, trainers, spectators and Member Body representatives.

## 23 SIZE OF FOOTBALLS

- 23.1 Size of footballs to be used in competition matches are as follows:
- (a) Under 6 to Under 9 Years Grade - use a Mini League Ball.
  - (b) Under 10 to Under 12 Years Grade - use a Mod League Ball
  - (c) Under 13 Years Grade to 1<sup>st</sup> Grade - use an International Size Ball.

## 24 GROUND MANAGER'S DUTIES AND RESPONSIBILITIES

- 24.1 Duties and Responsibilities of a Ground Manager are as follows:
- (a) First and foremost, it is the responsibility of the Ground Manager to ensure that he or she is at all times present on the ground near the ground control table.
  - (b) The Ground Manager is to wear the distinctive coloured vest supplied to each Member Body by the Junior League so they are identifiable, the vests must have Ground Manager inscribed across the back of the vest.
  - (c) Ground Managers should see that all matches start at their scheduled starting time. A Member Body team may claim a forfeit ten (10) minutes after the scheduled starting time if the other team is not ready to take the field. If the case arises that both teams are not ready or willing to take the field to commence play, the match shall be declared abandoned. Details of an abandoned match are to be given to the Executive Officer of the Junior League in writing on the day the match was scheduled to be played.
  - (d) On occasion a team may claim a delay of up to ten (10) minutes, if that team is not ready to take the field, after the scheduled time then sub-clause 24.1 (c) shall apply.
  - (e) Ground Managers, irrespective of the ten (10) minute delay should endeavour to see that the matches are played in full i.e. two (2) equal halves or periods four (4) eight (8) minute periods (Mini-League). As a general rule, a match should not be delayed fifteen (15) minutes past their scheduled starting time.
  - (f) Ground Managers should see that the rest intervals are kept to time by calling both teams to the field ready to play at the expiration of the allotted time.
  - (g) In all unforeseen circumstances the paramount concern is to see that matches are played as near as possible to the scheduled playing time. A common sense approach should be adopted to overcome any difficulties that may arise.

- (h) It is the responsibility of the Ground Manager to ensure that either the coach or manager of each team has their team sign on sheet completed twenty (20) minutes prior to the scheduled starting time of their game. Reserves / Interchange players do not sign on until they are about to take the field.
- (i) Ground Managers should ensure that the trainer(s) from both teams have also signed the team sign on sheet and are wearing the correct Trainers T-shirt issued by the Junior League.
- (j) The Ground Manager should ensure that each team has a timekeeper. This timekeeper must not encourage or coach from the ground control table.
- (k) Before commencement of a match the Ground Manager must ensure that all goal post pads are in place, corner posts securely in ground, mini posts, where applicable, are in place, markers indicating half way lines etc. are in place and are one (1) metre away from side lines.
- (l) Ground Managers should ensure the only persons allowed inside the roped area are, the coach, manager, trainer(s) and interchange players for each team (where applicable). Injured players that have not participated in the match are not allowed inside the roped area.
- (m) During the match the Ground Manager must ensure that each team's respective coach and trainer/s and interchange players are seated next to the ground control table or if standing, must be behind the interchange bench. Coaches, trainers and interchange players are not permitted to walk up and downside lines issuing instructions to players and coaches are not to yell instructions from inside the roped area.
- (n) The Ground Manager must also ensure that all spectators are always outside the roped area.
- (o) The Ground Manager must ensure trainer(s) only take the field to attend injured player(s). They may only take the field to issue water during a break in play. Trainers are not to remain on the field of play portraying a fullback position, issuing instructions to his or her team. A scrum does not constitute a break in play.
- (p) The Ground Manager must replace corner posts or goal post pads if knocked down and or damaged, ensure roped areas are intact and periodically check to see if scores are recorded in correct places on team sign on sheets.
- (q) After the match the Ground Manager should ensure that final scores have been recorded, obtain the signature of the referee, obtain the signature of each Member Body officials and sign the team sign on sheet him or herself. If necessary, make available citation notices to Referees.
- (r) The Ground Manager must make and ensure any player sent to the sin bin remains seated next to the ground control table. The sin bin clock is stopped at all times the match time clock is stopped. The player must be off the field for ten (10) minutes "playing" time. Any player sent from the field immediately takes off his jumper and returns to the dressing sheds, escorted by a team official.
- (s) At the completion of all matches at the ground the Ground Manager shall ensure all team sign on sheets have been collected and recorded so that scores can be uploaded into the Online registration system by the Secretary of the Member Body where the game was held or scores to be emailed to the Competition Administrator by 5.30pm on Saturdays and Sundays if clubs are unable to enter the scores. Ensure that team sign on sheets are given to the Secretary of the Member Body and or it's Junior League delegate to be handed in or emailed to the Competition Administrator by 5pm on the next business day.

- (t) Under no circumstances will abuse to Referees, Officials, Ground Managers or racial or demeaning comments towards players, coaches or trainers be tolerated. Offenders, including but not limited to players, officials or spectators, shall be cited.
- (u) Inappropriate language will not be tolerated either on or off the field of play.

## 25 GENERAL

- 25.1 Unofficial touch judges are not permitted.
- 25.2 Should a Member Body require the name of a Referee; the request is to be made via the Ground Manager.
- 25.3 Kicking tees are allowed to be used in all grades as approved by NSWRL or ARL.
- 25.4 Coaches are not to be on the field at any time during play this includes them acting as a trainer or touch judge (this excludes the under 6's and 7's as agreed by the General Committee).



## **PART TWO:**

### **I JUDICARY GUIDELINES**

#### **The requirement that a player called before a Judiciary Committee should be aware of the nature of the charge before the hearing.**

All players, officials, coaches, trainers or officials that have been sent from the field of play or that have been cited must be provided with a copy of the Junior League charge sheet, if the person is not available to receive their charge sheet it must be made available to their Member Body noting the appropriate charge(s) prior to the Hearing before the Judiciary Committee of the Junior League.

#### **Representation at Judiciary Committee Hearings by a Barrister, Solicitor or Advocate.**

The Judiciary Committee of the Junior League grants leave, on such terms as it sees fit, to any person appearing before it for such person to be represented by a Barrister, Solicitor or Advocate and may modify the terms or revoke such leave prior to the commencement of the Hearing.

#### **Referees who dismiss a player on a Touch Judge's report are in some cases not required to attend the Judiciary Committee.**

The Referee as the person responsible for dismissing the player or citing a coach, trainer or official should be in attendance. He / she should give evidence in respect of the report by the Touch Judge and be available for questioning by the person appearing and / or the Judiciary Committee of the Junior League.

In some cases, it could be apparent that the Referee saw the incident which led to the dismissal or citing and his / her reasons for not taking action may be relevant.

The Touch Judge should then be called to give his / her evidence.

#### **Biting, gouging or eye gouging**

Biting, gouging or eye gouging an opponent shall constitute player misconduct and the allegations will be heard by the Judiciary Committee of the Junior League. The Judiciary Committee of the Junior League procedures are that when a player alleges that he / she has been bitten, gouged or eye gouged by another player, the Referee should call on both Captains and a Touch Judge to witness the complaint and inform the alleged offender that he / she will be reporting the allegation. The complainant player should also be made aware that he / she will have to attend the Hearing of the Judiciary Committee of the Junior League to explain the allegations so made by them.

#### **The player's right to address the Judiciary Committee on the matter of penalty after a finding of guilt.**

On a finding of guilty the Judiciary Committee of the Junior League will grant the player, coach, trainer, official or Member Body representative leave to address the Judiciary Committee of the Junior League, it is a principle of natural justice that a person found guilty of an offence or his / her representative be allowed to address the Judiciary Committee of the Junior League before any penalty is determined

#### **Abuse of Referee after the conclusion of a game.**

Reports of abuse of a referee will be dealt with by the Judiciary Committee of the Junior League. Law 8 of Section 16 of the Laws of the Game provides that players are under the control of the Referee until they leave the playing area ie the area enclosed by a fence or such other line of demarcation which prevents the encroachment of spectators. The Referee should inform the player that he / she will be cited and provide him / her with details of the alleged offence on the prescribed citation form.

#### **Reports by Referees, Touch Judges and Officials**

All Referees, Touch Judges or Officials shall provide seven (7) copies of their written statement to the Secretary of the Judiciary Committee prior to the Hearing commencing.

## **Video and DVD Evidence**

The Judiciary Committee of the Junior League will allow the presentation of video or DVD evidence at a Judiciary Hearing. The evidence must be unedited and disclose all relevant footage of the incident. The onus is on the person relying on such evidence to provide facilities for the showing of the video or DVD and to arrange for the attendance of any person whom he / she wishes to call upon to give evidence on his / her behalf.

## **Appeals of Severity of Penalty**

The Junior League does not allow appeals on severity of penalty issued by the Judiciary Committee of the Junior League.

## **Suspensions or disqualifications and their effect on the rights of players to take part in other competitions.**

Any suspension imposed by the Judiciary Committee of the Junior League shall be served in matches played for their relevant age group (ie. age group they were playing in when they were sent off or cited) in the Junior League competition if the Judiciary Committee of the Junior League believes that the offence committed warrants notification to other relevant bodies such as school rugby league competition it should notify the Executive Officer of the Junior League for the Management Committee of the Junior League to have the final decision.

## **Workload of Judiciary Committee.**

A sensible workload should only be expected from the Judiciary Committee of the Junior League, in some cases where not all Hearings can be heard in the one sitting it will be up to the Chairman of the Judiciary Committee of the Junior League to advise and arrange a further suitable date and time for any outstanding matters to be dealt with by it.

## **Procedure where Referees do not appear at the Hearing of the Judiciary Committee after dismissing a player or citing a coach, trainer or official.**

If the player consents to the Judiciary Committee of the Junior League to hear the matter on the basis of the Referee's report and any other available evidence. If on the other hand the person appearing wishes to question the Referee as to the contents of his / her report, he / she should be permitted to do so.

If the proceedings have to be adjourned because of the unavailability of the Referee the player, coach, trainer or official should be permitted to play, coach, trainer or official at a match pending the Hearing unless in the opinion of the Judiciary Committee of the Junior League the player, coach, trainer or official should not be permitted to play, coach, trainer or official if the Competition Rules provide otherwise.

Hearings should be conducted as soon as possible as it is not desirable to have a player, coach, trainer or official facing a serious charge and who, if found guilty, may face a lengthy period of suspension continuing to play, coach, trainer or official in the meantime.

## **Procedure where the player, coach, trainer or official does not appear at the Hearing of the Judiciary Committee after being dismissed in a game or cited.**

All proceedings must be adjourned because of the unavailability of the player, coach, trainer or official.

Any player, coach, trainer or official not presenting themselves before a duly convened Hearing of the Judiciary Committee may be suspended until such time as they do appear.

## **Role of Judiciary Committee.**

It is the function of the Judiciary Committee of the Junior League to ascertain, if the charge laid by the Referee or citation, as the case may be, has been made out to determine whether or not the player is guilty or not guilty of a breach of the code of fair play.

The rules of natural justice must prevail. A player, coach, trainer or official must be given a fair Hearing during which he / she may be represented, be allowed to question the Referee, witnesses and introduce

such relevant evidence as he / she sees fit, be granted an adjournment if his / her witnesses are not available.

The Judiciary Committee of the Junior League must inform itself, by asking questions of witnesses, if necessary, by watching videos or DVD's by admitting written documents which are not objected to by the person appearing before it.

If the player, coach, trainer or official is found guilty of the alleged offence, then, and only then, the player's, coach's, trainer's or official's previous record should be made known to the Judiciary Committee of the Junior League and he / she may then make submissions to the Judiciary Committee of the Junior League on the question of penalty. The penalty imposed must be reasonable and reflect the nature and seriousness of the offence.

A Judiciary Committee hearing is an inquiry conducted by the Judiciary Committee of the Junior League and is not to be treated as a contest between the Referee and the player, coach, trainer or official. It must be conducted without bias and the evidence must be produced or viewed in the presence of the player, coach, trainer or official.

### **The onus of proof**

It must be remembered that the allegation of misconduct is made against the person appearing before the Judiciary Committee of the Junior League. It is not up to him / her to prove his / her innocence. He / she may, if he / she so desires, remain silent and call no evidence and make no submission in his / her own defence.

The Judiciary Committee of the Junior League should satisfy itself that the person has a case to answer before hearing any evidence he / she wishes to produce or submission he / she wishes to make.

The Junior League carries the burden or onus of proof of proving the offence on the balance of probabilities test and to the reasonable satisfaction of the Judiciary Committee of the Junior League.

As the seriousness of the charge escalates, so does the degree of burden of proof escalate. Thus, in the most serious type of offences, for example, gouging or biting, the Judiciary Committee of the Junior League may wish to be satisfied beyond reasonable doubt rather than to their reasonable satisfaction.

## **II JUDICIARY COMMITTEE – PRACTICE STATEMENT**

### **Preamble**

Players, coaches, trainers and officials these days need to be aware of their legal rights and responsibilities. Sport and law are becoming an important, confusing topic. The incorporation of many clubs' places further emphasis on the legal side of our sport and this in turn places more responsibility on the officials.

This Judiciary Committee - Practice Statement is an attempt to assist officials and to protect them at the same time. It is not put forward as a directive but merely as a guide based on legal advice and past experiences.

### **Principles for Judiciary Committee Hearings:**

The most important principle for all Judiciary Committee proceedings is that of "natural justice". Any player, coach, trainer or official appearing must receive a fair hearing by an unbiased tribunal.

The laws of natural justice apply to "domestic tribunals" such as a rugby league Judiciary Committee.

The most important points relating to the laws of natural justice as they apply to the Judiciary Committee are:

- (a) The player, coach, trainer or official has the right to be heard by an unbiased tribunal.
- (b) The player, coach, trainer or official should know the charge against him / her well in advance of the hearing.

- (c) The player, coach, trainer or official must be given ample opportunity to state his case either orally or in writing.

The player must be present when the Referee, Touch Judge or witness are giving evidence and the player, coach, trainer or official must be given the opportunity to question the Referee, Touch Judge or witness on any relevant points.

All evidence against the player, coach, trainer or official must be available to him / her.

The player, coach, trainer or official should only be questioned on the charge held against him / her.

The Referee must not be present when the matter of guilt or penalty is being discussed by the Judiciary Committee.

### **Procedures for Judiciary Committee Hearings**

Based on the above principles, the following procedure is suggested:

1. Immediately following the match in question, the player, coach, trainer or official should be provided with:
  - (a) The charge or charges as per the prescribed citation form.
  - (b) Time and venue of the Hearing, (if different to the advised time and venue as advised by the General Committee of the Junior League from time to time).
2. At the commencement of the Hearing both the player, coach, trainer or official and Referee should be called into the room together.
3. The Chairman of the Judiciary Committee should then read the charge to the player, coach, trainer or official and ask him whether he / she:
  - (a) understands the charge;
  - (b) has had sufficient time to prepare his / her case; and
  - (c) wishes to be represented.
4. If the player, coach, trainer or official says 'yes' to 3 (a) and (b), the Chairman of the Judiciary Committee should then ask him / her how he / she pleads ie guilty or not guilty.
5. If the player, coach, trainer or official pleads not guilty the following applies:
  - (a) The Referee should then be asked to describe the incident in his / her own words that led him / her to dismissing the player or citing the coach, trainer or official. If the player was dismissed on a Touch Judge report, he / she should then be called into the room to give his evidence.
  - (b) The Judiciary Committee and the player, coach, trainer or official should then be given the opportunity to question the Referee and/or Touch Judge on their evidence only.
  - (c) The player, coach, trainer or official should then be given the opportunity to present his / her evidence and state his / her case.
  - (d) The Judiciary Committee may then question the player, coach, trainer or official on any part of his / her evidence. The player, coach, trainer or official can only be questioned on matters relating directly to the charge.
  - (e) Once the player, coach, trainer or official has been given every opportunity to present his / her case and all evidence (including the video and / or DVD) has been presented, the Hearing room is cleared while the Judiciary Committee deliberate on the question of guilt.
  - (f) Once the decision is reached the player, coach, trainer or official is recalled and if found not guilty, he / she is discharged.

- (g) If the player, coach, trainer or official is found guilty, he / she must be given every opportunity to address the Judiciary Committee on the question of penalty. The player, coach, trainer or official may wish to highlight his / her past record or any matter he / she thinks will assist him / her. He / She may also call any character witnesses at this time.
- (h) The Hearing room is then again cleared whilst the penalty is decided.
- (i) The player, coach, trainer or official is then recalled and advised of the penalty. A player should then be advised, if suspended, that the suspension includes all mid-week football or any competition recognised by the Junior League (eg: University Shield, Buckley Shield etc).
- (j) The Member Body of the player, coach, trainer or official will immediately be advised in writing as to the outcome of the Hearing to allow for any appeals to be lodged.
- (k) Should the player seek to be represented by a Barrister or Solicitor or Advocate, the Judiciary Committee may grant leave for such representation on such terms as it may think fit.

### **Contact with the head or neck of an opposing player**

The Rugby League International Board (RLIB) has indicated in clear terms that it deems contact with the head or neck of players a serious offence and wishes to eliminate such a misdemeanour from the game.

Currently, Rule (15) (1) (b) is worded in the following terms:

“A player is guilty of misconduct if he:

- (b) when effecting or attempting to effect a tackle makes contact with the head or neck of an opponent internationally, recklessly or carelessly.”

The RLIB was concerned that there should be so many players appearing before it on what are extremely serious charges.

Accordingly, it is felt that it is appropriate that all Clubs, coaches and players should be informed of the way in which it interprets the new rule so that everyone will be aware of what is required of players on the field.

The approach which it takes in deciding whether a player is guilty of an offence is to first consider two questions, namely:

- (i) Was the player effecting or attempting to effect a tackle?
- (ii) Did the player make contact with the head or neck of the tackled player?

In answering Question ii, it does not matter what part of the charged player came into contact with the head or neck of the tackled player it does not matter whether the contact was the first point of contact or not. The only consideration is whether there was contact with the head or neck of the tackled player.

If both Questions (i) and (ii) are answered yes, then it decides whether the contact with the head or neck was:

- (i) intentional, or;
- (ii) reckless, or;
- (iii) careless.

If it is satisfied that the contact was intentional, reckless or careless, then the charged player will be found guilty of the offence.

A player can clearly be guilty of the offence even though he did not intentionally come into contact with the head or neck of the tackled player if he carried out a tackle or attempted a tackle in a way which was reckless or careless.

The decision on all of the above questions are made on all the evidence before the Judiciary Committee including what appears on a video or DVD.

## **v) Penalties for offenders (players, officials & spectators)**

### **15 (1)(A) Trips, kicks or strikes another player.**

Any player who throws a punch or “strikes” another during a match will be automatically sent from the field with 100-point penalty plus any carry overs (with a 200 point carry over suspension for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, (in the absence of mitigating circumstances) the player will incur a MINIMUM 300 points with a MINIMUM 400 point carry over suspension for a period of 24 months.

### **15 (1)(B) When affecting or attempting to effects a tackle makes contact with the head or neck of an opponent intentionally, recklessly or carelessly.**

Any player who breaks this rule during a match will be automatically sent from the field with 200-point penalty plus any carry overs (with a 200 point carry over for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, the player will incur a MINIMUM 400 points with a MINIMUM 400 point carry over suspension for a period of 24 months.

### **15 (1)(C) Drops knees first onto an opponent who is on the ground.**

Any player who breaks this rule during a match will be automatically sent from the field with a 200-point penalty plus any carry overs (with a 200 point carry over suspension for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, the player will incur a MINIMUM 400 points with a MINIMUM 400 points carry over suspension for a period of 24 months.

### **15 (1)(D) Uses any dangerous throw when effecting a tackle.**

Any player who breaks this rule during a match will be automatically sent from the field with a 200-point penalty plus any carry overs (with a 200 point carry over suspension for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, the player will incur a MINIMUM 400-point penalty with a MINIMUM 400 points penalty carry over suspension for a period of 24 months.

### **15 (1)(E) Deliberately and continuously breaks the Laws of the Game.**

Any player or official who breaks this rule during a match will be automatically sent from the field with a 100-point penalty plus any carry overs (with a 100-point penalty carry over suspension for a period of 24 months). If that player or official wishes to fight the charge and is subsequently found guilty at Judiciary, they will incur a MINIMUM 200-point penalty with a MINIMUM 200-point penalty carry over suspension for a period of 24 months.

### **15 (1)(F) Uses offensive or obscene language**

Any player, official or spectator who uses offensive or obscene language during a match will be automatically sent or removed from the field with a 100 point penalty plus any carry overs (with a 200 point penalty carry over suspension for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, they will incur a MINIMUM 300-point penalty with a MINIMUM 400-point penalty carry over suspension for a period of 24 months.

### **15 (1)(G) Disputes a decision of the Referee or Touch Judge or Official**

Any player, official or spectator who breaks this rule during a match will be automatically sent or removed from the field with a 100 point penalty plus any carry overs (with a 200 point penalty carry over suspension for a period of 24 months). If that player, official or spectator wishes to fight the charge and is subsequently found guilty at Judiciary, will incur a MINIMUM 200-point penalty with a MINIMUM 200-point penalty carry over suspension for a period of 24 months.

### **15 (1)(H) Re-enters the field of play without the permission of the Referee or a Touch Judge having previously temporarily retired from the game**

To be referred directly to the Judiciary Committee.

### **15 (1)(I) Behaves in a way contrary to the true spirit of the game**

This misconduct charge is to be referred directly to the Judiciary Committee and can be used in conjunction with any other charge in extreme cases and will be used for any abuse (physical or verbal) of match officials

### **15 (1)(J) Deliberately obstructs an opponent who is not in possession**

Any player who breaks this rule during a match will be automatically sent from the field with a 100 points penalty plus any carry overs (with a 200 points penalty carry over suspension for a period of 24 months). If that player wishes to fight the charge and is subsequently found guilty at Judiciary, will incur a MINIMUM 200 points penalty with a MINIMUM 400 points penalty carry over suspension for a period of 24 months.

**Any player, official or spectator found guilty of breaching any of the abovementioned offences three (3) times in a season will incur an automatic MINIMUM 24-month suspension from the game or banned from attending any Junior League fixtures.**

### **Point's explanation and examples**

100 points = 1 match  
200 points = 2 matches  
300 points = 3 matches  
400 points = 4 matches  
500 points = 5 matches  
600 points = 6 matches

For players with a good record of more than 24 months a 25% reduction will be offered for an early plea no discounts while be offered if found guilty at a Judiciary Hearing

Examples –

1. A player was sent from the field on the charge of 15(1)(A) “trips, kicks or strikes” he will automatically incur a 100-point penalty and 200-point penalty carry over. He chooses not to contest the charge and take the early plea, the player has a clean record so his points penalty is now 75 (which doesn't incur a match suspension) plus the 200 point penalty carry over giving him a 275 point carry over for a period of 24 months
2. A player was sent from the field on the charge of 15(1)(A) “trips, kicks or strikes” he will automatically incur a 100-point penalty and 200-point penalty carry over. He chooses not to contest the charge and take the early plea; the player has a 200-point penalty carry over from a previous charge so the player now has a 300 point penalty which means the player must not play 3 matches

### **Match Official Abuse**

Any player, official or spectator found guilty of touching a referee or official in an aggressive or inappropriate manner will be disqualified from the game for a MINIMUM period of 12 months. Any player or official who verbally abuses or intimidates a referee or match official will be dismissed from the field and referred directly to the Judiciary Committee.

### **Spectators**

Any spectator, who enters the playing area with intent, will automatically be banned from attending any Junior League fixtures for a MINIMUM period of 12 months and will be liable to pay a fine under the ARL Code of Conduct.

If a person breaches a disqualification, the team and or club that the person is associated with will be liable for penalty under the ARL Code of Conduct.

### **Trainers, Coaches and Managers**

If a trainer, coach, manager or club official touches an opposition player during a “melee” an automatic MINIMUM 6-week suspension will apply if that person is found guilty of such an offence.

### **Melees**

Teams, individuals or Clubs that are charged with this misconduct or breaching of the “Code of Behaviour” will be referred directly to the Judiciary Committee.

### **Variation of Penalty Guideline**

The Judiciary Committee or a Sub-Committee of the Junior League has the ability to vary, change or overrule any of the above guidelines in special or extenuating circumstances.



Cronulla Sutherland District  
Junior Rugby Football League Inc.



PO Box 613  
MIRANDA NSW 1490

Email: [jrl@sharks.com.au](mailto:jrl@sharks.com.au)

## EMERGING CUP RULES AND GUIDELINES

### GOAL OF THE COMPETITION

*The goal of the Emerging Cup is to help increase participation in Rugby League with the age brackets of 18 years old to 22 years old and to look at it as a stepping stone to open age football.*

### POINT OF DIFFERENCE

*The competition is designed to allow players in the above mentioned age bracket to continue playing Rugby League within the shire. It is designed purely on the emphasis of allowing players to participate first and compete second. There are restrictions in place to protect younger players from older/ larger players impeding on the health and safety of those wishing to participate in the sport.*

### HOW IT WORKS

*There will be strict guidelines in place that any player wishing to participate in this competition must meet and adhere to. There will be a points system in place that will help rate player's eligibility and to ease the burden on the Junior League executive and grading committee on deciding if a player can participate in the Emerging Cup.*

### ITEMS OF RELEVANCE

- *This competition is not there to be exploited or manipulated to win a competition*
- *Aimed at the age bracket 18-22 years' old*
- *Weight of a player will play a part in eligibility*
- *Previous experience in Rugby League will play a part in eligibility*
- *It stands separately to the 1<sup>st</sup> and 2<sup>nd</sup> Grade competitions (2<sup>nd</sup> grade players may be eligible to play).*
- *A demerit points system is in place to determine a players' eligibility.*

### DEMERIT POINT TABLE FOR ELIGIBILITY

*On a player by player basis depending on the information provided by the player the demerit points will determine if they are eligible to compete in the Emerging Cup*

*0-6 points – Eligible*

*7 or more – Not eligible*

*Players under the age of 20 have no restrictions and the points system does not apply to them*

CRITERIA	POINTS
Under the age of 20 (no restrictions at all)	0
20 years old	1
21 years old	1
22 years old	1
23 years old	2
24 or older	3
Played no more than 3 years of Rugby League	1
Played 4 or more years of Rugby League	2
Participated in 6 or more games of 2 <sup>nd</sup> grade in the previous year	2
At beginning of the season weighs between 110-120kg	2
Weighs over 120kg at beginning of the season	6
Has participated in up to two 1 <sup>st</sup> grade games in CSDJRL	5
Has participated in three or more 1 <sup>st</sup> grade games in CSDJRL	6
Has participated in opens competitions in outside districts	6

#### EXAMPLES

1. John Smith has played 2 years of football in the last 7 years, he is 21 years old and currently weighs 76kg. He has played all his football in the Sutherland Shire.

**Demerit Points = 2 points ELIGIBLE**

2. Dylan Provan is 20 years old has played 3 years of football and currently weighs 105kg. He filled in for an A grade game the previous year. He played the remainder of the previous year in 2<sup>nd</sup> Grade. He has played Rugby since he was 6 years old.

**Demerit Points = 9 points INELIGIBLE**

3. Steve Gallen is 21 years old and played 2<sup>nd</sup> grade last year, he currently weighs 66kg and has only played Rugby League for the past two years.

**Demerit Points = 4 points ELIGIBLE**

4. Daniel Holmes is 20 years old and weighs 79kg. he has only played two years of Rugby League and both those years were with 2<sup>nd</sup> grade at Helensburgh Tigers.

**Demerit Points = 8 points INELIGIBLE**



## Cronulla Sutherland District Junior Rugby Football League Inc.



PO Box 613  
MIRANDA NSW 1490

Email: [jrl@sharks.com.au](mailto:jrl@sharks.com.au)

### LEAGUE TOUCH RULES AND GUIDELINES

#### AGES:

Mini 7's and 9's

Mod 11's and 13's

15's and Opens

Clarification of groups is by the player's age that applies on January 1<sup>st</sup> of each year.

#### TEAMS:

Maximum & minimum numbers of players per team on the field at any one time:

<u>MAXIMUM</u>	<u>MINIMUM</u>
Mini 6 players	4 players
Mod 7 players	5 players
15's 8 players	6 players
Open's 9 players	7 players

A game must not commence if there are fewer players available for either team than the minimum number stipulated – (Coaches of teams may match the minimum player numbers).

During a game should the number of players on the field fall below the stipulated minimum number and the team has no further replacements the game must be forfeited.

If the number of players falls below the stipulated minimum because of the following:

(a) AN INJURY - The game can continue for 3 minutes injury period but must be forfeited if the player does not return.

(b) A PLAYER BEING REPLACED FOR MISCONDUCT- the game can continue for the remainder of that period only.

### **SUBSTITUTIONS:**

Substitutes are allowed on by the team with possession during general play or at any stoppage with unlimited interchanges, the maximum players on the field for that age group, will also be the number of substitutes allowed to play. (e.g. 9's, have 6 players, so 6 subs can play)

Substitute players must leave and enter field from rear of attacking line.

### **GAME DURATION:**

2 X 20 Minute halves with 5 Minutes for half time.

### **FIELD SET UP:**

MINI Field - 48 metres x 30 meters

MOD Field - 48 metres x 40 metres

15's - 48 metres x 80 metres

Open's - Full Field.

### **GOAL POST:**

Mini & Mod - Modified goal posts

15's and Opens - Full size goal posts

### **IN GOAL AREA:**

Mini and Mod – 5 metres (due to set up and existing lines on a field this may be 10 metres).

15's and Opens – 10 metres

### **SCORING POINTS AND CONVERSIONS:**

7's - No Conversion

9's, 11's & 13's - Conversions from in front

15's and Opens - Conversions from place of try

Tries worth 4 points

Goals worth 2 points

In mini and mod once a player has attempted a kick at goal that player may not attempt another goal until all players on their team have been given an attempt at goal.

In 15's and opens a designated kicker is allowed.

### **PENALTY AND FIELD GOALS:**

Mini & Mods - Not permitted

15'S and Opens - Permitted

## **KICKS:**

All kicks permitted on any tackle count (no bomb like kicks).

## **GAME COMMENCEMENT:**

The game commences with a kick-off from the halfway line and must travel 10 metres and land in the playing field.

After scoring in mini and mod the non-scoring team tap off re start, centre of halfway.

15's and Opens the scoring team kicks off

If kick off goes over sideline or the dead ball line possession is rewarded to receiving team for mini and mods. (P.T.B. 10 meters from where ball went out, over dead ball line, centre of post 10 meter out.

If kick off goes over sideline. In 15's and Opens possession awarded to the kicking team. Tap re start centre of kick off.

If kick off goes over the dead ball line. In 15's and Opens a drop out under the post centre by the receiving team.

Players must use their foot when playing the ball, a penalty will be awarded to the defending team.

The dummy half can score but if touched it will be a change over.

At the play the ball ages from under 7's to Opens defending team players cannot move forward until the first receiver catches the ball or dummy half elects to run.

The touch count starts at 'zero' - from a tap re-start or possession gained following a knock-on or forward pass. Each team upon gaining possession has six (6) tackles. The tackle count will commence after each set play or change of possession - the referee will count the tackles and signal 5<sup>th</sup> and last.

If a referee is in any doubt of a touch, or simultaneous touch then PLAY ON is called.

Attacking players being touched and traveling a few steps will be ordered back to the mark where touched. Referee will call "BACK AND THE NUMBER OF STEPS" Touches must be made with minimum force, voluntary touches not permitted - a voluntary touch is defined as when the attacker touches the defender with purpose of a quick play the ball.

The attacking player playing the ball must be stationary until the dummy half has passed the ball or elects to run.

A knock-on or forward pass results in a change of possession to the non-offending team - change over cannot be a quick play the ball.

A player will be asked to play the ball:

- (a) Playing the ball not on the mark.
- (b) Passing the ball after being touched.

MARKER – mini and mods not allowed

MARKER (1): 15's and opens allowed

FULL BACKS – optional in all ages

No Scrums

Defence Team must retreat 7 metres in mini and mod.

Defence Team must retreat 10 metres in 15's and Opens.

**PENALTY OPTIONS:**

Mini, Mod and 15's -Tap only, no kick for line.

Opens - Tap kick for line or goal kick.

**PENALTIES:**

Any player being unsafe or putting players in danger.

Play contrary to the spirit of the game.

Unnecessary forced contact.

Contacting a player catching the ball or pick-up a ball on the ground.

Bump, jump or shoulder into a player, strips or contests the ball.

If a player repeats infringements this will result in the player excluded for that set of six (6)

The offending player must stand on the sideline out of play and may return when the opposing team receives the ball or after a try is scored.

No penalty for playing the ball off the mark.