



# NSW RUGBY LEAGUE

CONFERENCE COMPETITIONS HANDBOOK  
(Rules and By-Laws)

2018

*Updated: 15/3/2018*



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## CONFERENCE COMPETITIONS INFORMATION

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This handbook incorporates the rules and bylaws for all NSWRL Conference Competitions for the Districts and Clubs participating. Each Conference will have a stakeholders group to consider and look at changes and / or concerns with a NSWRL Club Competitions Coordinator managing the competition. NSWRL will determine the requirements in terms of Districts, Clubs and teams entering into a Conference Competition.

### NSWRL Club Competition Coordinators

**Central Region (Canterbury Bankstown DJRL) – Ben James**

**Eastern Region (South Sydney, Balmain and Sydney Roosters DJRL) - Danielle Kifooti**

**Northern Region (Manly Warringah and North Sydney DJRL) – Todd Smith**

**North Western Region (Parramatta DJRL) – Melanie Riccio**

**South Western Region (Western Suburbs DJRL) - Brian Rowe**

**Southern Region (St George DJRL and Cronulla Sutherland DJRL) – Holly Fuda**

**Western Region (Penrith DJRL) – Zoe Hamilton**

Note: All correspondence is to be directed through your local Junior League administrator.



# COMPETITION HANDBOOK 2018

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## 1. Admission Charges

- 1.1 No admission charges for any regular competition match (Note Mascot Oval does take a \$2 donation)
- 1.2 Admission charges for finals only
- 1.3 Gate sheets for players and team officials for free admission can be provided (OFFICIALS – maximum 5 per team / PLAYERS U13-U20 25 players / PLAYERS Open Age: 28 players)
- 1.4 Guideline for admission charges during finals:
  - 1.4.1 Adults: to a maximum of \$10.00
  - 1.4.2 Concessions and Children Under 16: FREE

## 2. Accreditation Requirements

### Coaches and Trainers

- 2.1. NRL International Games Coach (Under 13s +) is the minimum accreditation requirement (this must be valid)
- 2.2. [NRL Junior League “On Field” policy](#) must be adhered to with respect to trainers
- 2.3. Minimum “Leaguesafe” accreditation to enter the field of play
- 2.4. There must be a minimum of one Level One or higher NRL Sports Trainer at the venue during any given game
- 2.5. All coaches and trainers must register on LeagueNet via Play Nrl (including assistant coaches) by visiting <https://playnrl.com/register/>
- 2.6. Via Leaguenet, coaches and trainers must be assigned to the team of which they are coaching (club registrar / secretary to administer)
- 2.7. Only registered and accredited participants are permitted on the field (players, trainers and match/ground officials)
- 2.8. At all times, all players and Team Officials must comply with the direction of the Ground Managers and Match Officials.

## 2. Appeals and Protests (Competition related)

- 2.9. In relation to Junior League rules and competition rules, “Protests” can be lodged when a club believes the rules and / or procedures have not been adhered to (Clubs only can lodge appeals not individuals)
- 2.10. If a Club isn’t happy with the result of a “Protest” they can “Appeal” the decision
- 2.11. All Protests and Appeals need to be submitted to your Junior League Administrator. From there, the NSWRL Club Competitions Coordinator will take



the necessary steps in processing within a reasonable time frame. All protests should be in writing and addressed to the Junior League Administrator and be lodged or delivered to the Junior League by 5.00pm on the Tuesday following the match (For Appeals a \$500.00 fee applies).

- 2.12. In final series matches, a protest will only be accepted if it is received within 15 minutes after the completion of the match
- 2.13. All Appeals and Protests will be in line with the NSWRL Policies and Procedures Manual. Please refer to section 1.11 of the manual for detailed information relating to both Protests and Appeals.

### 3. Code of Conduct and Judiciary Procedures

- 3.1. All judiciary (send-offs), Code of Conduct and Appeal procedures are to be in line with NSWRL Junior League Policies and Procedures Manual and NRL Code of Conduct
- 3.2. The NSWRL Club Competitions Coordinator will act as the Judiciary and Code of Conduct Administrator
- 3.3. Each Conference Competition will be allocated a NSWRL Incident Review Coordinator for any Code of Conduct allegation or incident
- 3.4. In Combined Conferences, a hearing location will be determined based on the player's team's/club's location and where the match was played
- 3.5. Note: Tough Love in League will be implemented across all competitions (including Open Age). If a player throws a punch or strikes another player that player will be permanently removed from the field (any further suspensions will be determined by Match Review)
- 3.6. Venue, day and times for potential JUDICIARY hearings include (some venues may change due to availability on certain nights

#### **South Western Conference**

Club Liverpool (185 George St, Liverpool)  
Thursday Nights from 6.30pm

#### **Southern, South Eastern and Eastern Conferences**

South Hurstville RSL Club (72 Connells Point Rd, South Hurstville)  
Thursday Nights from 6.30pm

#### **Northern Conference**

NSWRL Academy Office, Narrabeen (Wakehurst Parkway, Narrabeen)  
Thursday Nights from 6.30pm

#### **Parramatta JRL and Women's Western Conference**

Parramatta Eels Headquarters (163 George St, Parramatta)  
Thursday Nights from 6:30pm



3.7. Venue, day and times for potential CODE OF CONDUCT hearings

**All Conference Competitions and Parramatta JRL**

NSWRL Headquarters (6 Herb Elliot Avenue, Sydney Olympic Park

Wednesday nights from 6:30pm



## Judiciary Offence Points Index

Type of Offence / Grading	Law of Game	Low	Medium	High	Serious
Strikes another player*	<b>15.1.a</b>	200	400	600	Referred directly to Judiciary Panel
Kicks another player	<b>15.1.a</b>	200	400	600	Referred directly to Judiciary Panel
Trips another player	<b>15.1.a</b>	120	200	400	Referred directly to Judiciary Panel
Head butting another player	<b>15.1.a</b>	200	400	600	Referred directly to Judiciary Panel
Kneeing another player	<b>15.1.a</b>	200	300	400	Referred directly to Judiciary Panel
Stomping another player	<b>15.1.a</b>	200	400	600	Referred directly to Judiciary Panel
Elbow to the Head (And or other)	<b>15.1.a</b>	200	400	600	Referred directly to Judiciary Panel
Careless/Reckless High Tackle	<b>15.1.b</b>	200	400	600	Referred directly to Judiciary Panel
Intentional High Tackle	<b>15.1.b</b>	800	1600	3000	Referred directly to Judiciary Panel
Drops knees first onto an opponent on the ground	<b>15.1.c</b>	200	400	600	Referred directly to Judiciary Panel
Dangerous throw when effecting tackle and / or spear tackle	<b>15.1.d</b>	200	400	600	Referred directly to Judiciary Panel
Deliberately and continuously breaks the law of the game	<b>15.1.e</b>	120	200	400	Referred directly to Judiciary Panel
Offensive Language in general	<b>15.1.f</b>	200	400	800	Referred directly to Judiciary Panel
Offensive Language directed towards a match official	<b>15.1.f</b>	400	800	1200	Referred directly to Judiciary Panel
Disputes the decision of the referee or touch judge	<b>15.1.g</b>	120	200	400	Referred directly to Judiciary Panel
Re-enters the field of play	<b>15.1.h</b>	800	1600	2600	Referred directly to Judiciary Panel
Racial Insults	<b>15.1.i</b>	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel	Referred directly to Judiciary Panel
Behaves in any way contrary to the true spirit of the game <i>Including but not limited to:</i> - Indecent gestures to the crowd - Breach of Safe Play Code - Eye / face gouging - Spitting - Biting	<b>15.1.i</b>	200	300	400	Referred directly to Judiciary Panel
Coming from a distance to become involved in a fight	<b>15.1.i</b>	200	400	600	Referred directly to Judiciary Panel
Deliberately obstructs an opponent who is not in possession	<b>15.1.j</b>	120	200	400	Referred directly to Judiciary Panel
Uses a shoulder charge on an opponent	<b>15.1.k</b>	200	400	600	Referred directly to Judiciary Panel
Applies any unnecessary pressure or twists including grapples, crushers, or performs a 'chicken wing' style hold on a player in possession	<b>15.1.l</b>	200	400	600	Referred directly to Judiciary Panel
Forcefully spears at the legs of a player in possession, exposing them to unnecessary risk of injury (cannonball tackle)	<b>15.1.m</b>	200	400	600	Referred directly to Judiciary Panel





## Code of Conduct Points Index

Offence	Low	Medium	High
A) Uses offensive or obscene language to any participant	Adjudicated Breach Notice	800 Points	Referred Directly to Conduct Review Committee
B) Enter the Field of Play or the Playing Area during the course of a match without the prior approval of the Ground Manager appointed by the home club and/or League	Adjudicated Breach Notice	800 Points	Referred Directly to Conduct Review Committee
C) Excessively disputes the decision of a referee or touch judge either during or after the match	Adjudicated Breach Notice	600 Points	Referred Directly to Conduct Review Committee
D) Assault or act with aggression to any person/s	Adjudicated Breach Notice	1200 Points	Referred Directly to Conduct Review Committee
E) Behaves in a way contrary to the Code of Conduct and/or the spirit of the game	Adjudicated Breach Notice	600 Points	Referred Directly to Conduct Review Committee
F) Behave in a way which disturbs the enjoyment of a match, function or event by any other person/s, or brings discredit to the home club and/or league	Adjudicated Breach Notice	600 Points	Referred Directly to Conduct Review Committee
G) Act in such a way as to exhibit racial intolerance by language or other conduct, to any person/s	Referred Directly to Conduct Review Committee	Referred Directly to Conduct Review Committee	Referred Directly to Conduct Review Committee
H) Refuse to accept the reasonable direction of the Ground Manager, official of the team/club which that person is supporting, or official of the home club and/or League	Adjudicated Breach Notice	600 Points	Referred Directly to Conduct Review Committee

*Please note: 100 points amounts to a one match suspension*

**Clubs are responsible for the conduct of their players, parents or carers of players, coaches, officials and Club supporters.**

**Breaches of the Rugby League Code of Conduct may result in penalties, including but not limited to:**

- **Suspension of a match**
- **Termination of a match (including potential forfeiture of competition points)**
- **Monetary fines**
- **Suspension of a participant on a temporary or permanent basis**
- **Suspension of a club, League or Association on a temporary or permanent basis.**

**These penalties are in addition to any penalty which may be imposed by the home League's judiciary.**

**Note: Individual Districts policies will be considered with outcomes for Code of Conduct breaches.**



## 4. Cancellation/Postponement/Abandonment of Matches

### Emergency Circumstances

- 4.1. Emergency circumstances may include:
  - 4.1.1. Any circumstances deemed to be an emergency by the NSWRL Club Competitions Coordinator, in collaboration with the stakeholders, or stipulated in the NSWRL Junior League Policies and Procedures Manual
- 4.2. If any such occurrence arises, the procedure shall be as follows:
  - 4.2.1. In collaboration with the stakeholder, match official and Ground Manger, NSWRL Club Competitions Coordinator shall make the final determination if the match will continue
  - 4.2.2. If a match is to be delayed due to severe weather conditions, a decision will be made on the length of delay or cancellation
  - 4.2.3. See NSWRL Junior League Policies and Procedures Manual Abandoned Matches Due to Injury, Inclement Weather or Foul Play for more information

### Ground Changes / Deferred Games

- 4.3. If a change to the original scheduled venue is required, it must first be approved by the NSWRL Club Competitions Coordinator and stakeholders
- 4.4. Any mass changes due to unforeseeable ground unavailability is required to be finalised and communicated by 5pm the Friday prior to the match (note: a small amount of games may be moved in certain late notice circumstances due to unforeseeable reasons)
- 4.5. No venue changes will be accepted past this point in time
- 4.6. Abandoned matches (for any circumstances) required to be replayed **MUST** be played within 12 days of the original scheduling. If this cannot be achieved, zero points will be allocated to both teams involved



## 5. Competitions Format and Age Criteria

### Conference Competitions

- 5.1. **Southern Conference**  
(St George District JRL and Cronulla Sutherland District JRL)
- 5.2. **South Eastern Conference**  
(Balmain District JRL, Cronulla Sutherland District JRL, Eastern Suburbs District JRL, South Sydney District JRL, St George District JRL)
- 5.3. **South Western Conference**  
(Canterbury Bankstown District JRL and Western Suburbs District JRL)
- 5.4. **Northern Conference**  
(Manly Warringah District JRL and North Sydney District JRL)
- 5.5. **Eastern Conference**  
(Balmain District JRL, Eastern Suburbs District JRL and South Sydney District JRL)
- 5.6. **Combined Conferences** (all Districts)

### Age Groups

- 5.7. Male:
  - 5.7.1. Under 12s (for Manly Warringah and North Sydney DJRL)
  - 5.7.2. Under 13s
  - 5.7.3. Under 14s
  - 5.7.4. Under 15s
  - 5.7.5. Under 16's
  - 5.7.6. Under 17's
  - 5.7.7. Under 18s
  - 5.7.8. Under 20s
  - 5.7.9. Emerging Cup (Pilot Program)
  - 5.7.10. Open Age
  - 5.7.11. Over 35's Leaguetag
- 5.8. Female
  - 5.8.1. Under 14s
  - 5.8.2. Under 15s
  - 5.8.3. Under 16s
  - 5.8.4. Open Age
  - 5.8.5. Over 35 Leaguetag

### Weight and Age guidelines

- 5.9. NSWRL Weight and age guidelines will be applied in ages U13 to U16 age groups (as per appendix A). Players beneath the specified weight limits will be allowed to play down one age group upon application. In the Bronze Division only, players above the maximum weight limit will be required to play in a higher division or age group.:



## Forfeits

- 5.10 Forfeits must be notified to your Junior League Administrator by no later than 10am of the Friday before the match
- 5.11 Any forfeit after this point in time will incur a \$200 fine payable to the NSW Rugby League within 12 days of the forfeit (if not paid the team will be forced to forfeit the following match) – proceeds will go to the home club of which the team has forfeited against (NSWRL will issue invoices accordingly)
- 5.12 Any team that receives a forfeit will have seventeen (17) points added to their “points for” and zero (0) “points against”
- 5.13 Any teams that forfeits in the final three (3) rounds of the season and are final series contenders will need to show cause to the NSWRL Club Competitions Coordinator as to why they should not be disqualified from the competition
- 5.14 Any team that forfeits in the final round will need to show cause to the NSWRL Club Competitions Coordinator as to why they should not be disqualified from the competition
- 5.15 Any team that forfeits three (3) times will need to show cause to the NSWRL Club Competitions Coordinator as to why they should not be disqualified from the competition
- 5.16 For eligibility purposes, a sign on sheet must be completed and submitted by the club receiving the forfeit by 5pm of the Wednesday following the forfeited match. Sign on sheets will NOT be accepted past this point in time and players will not be granted a game for qualification purposes
- 5.17 See NSWRL Policies and Procedures Manual for conditions around forfeits (Section 3.9) and minimum player numbers (4.23)

## Fines

- 5.18 NSWRL are the only entity permitted to issue fines for Rules and Bylaw’s breaches for clubs/teams playing in the NSWRL Conference Competitions
- 5.19 See NSWRL Policies and Procedures Manual in relation to fines schedule (section 1.4)

## Match Duration

- 5.20 Open Age (Male) 2 x 35 minute halves
- 5.21 Open Age (Female) 2 x 30 minute halves
- 5.22 Under 16s, 17s, 18s and 20’s (Male) 2 x 30 minute halves
- 5.23 Under 14s ,16s and 18s (Female) 2 x 20 minute halves
- 5.24 Under 13s, 14s and 15s (Male) 2 x 25 minute halves
- 5.25 Under 12s 2 x 20 minute halves
- 5.26 Over 35s Leaguetag (Male and Female) 2 x 25 minute halves
- 5.27 Half-time in all competitions is 10 minutes’ whistle to whistle maximum



### Competition Points

- 5.28 Competition points are awarded as follows:
- Win = 3 points (also receiving forfeit)
  - Draw = 2 point
  - Loss = 1 points
  - Bye = 3 points
  - Forfeit = 0 points (giving forfeit)
  - Washout = 0 points (including BYES and forfeits in washouts)

### Grading's

- 5.29 Gradings of age groups will be determined by the NSWRL Club Competitions Coordinator in collaboration with the stakeholders group of each Conference Competition
- 5.30 Previous season results and player movement will be taken into consideration
- 5.31 Clubs will have the ability to nominate a division however, this will only be a recommendation and cannot be guaranteed
- 5.32 The NSWRL Club Competitions Coordinator in collaboration with the Stakeholders group will have the ability to move teams from their current division after five (5) matches have been played. This will only be done based on results.
- 5.33 Clubs will NOT have the ability to request moving divisions
- 5.34 After five (5) matches, no teams will be moved from their current division
- 5.35 If a team is promoted to a higher division they will be placed in 4<sup>th</sup> position on the competition ladder with equal points and for and against as the current 4<sup>th</sup> placed team
- 5.36 If there are multiple teams in 4<sup>th</sup> position an average for and against points will be calculated
- 5.37 If a team is demoted to a lower division their points will carry across along with for and against points

### Team Nominations

- 5.38 The NSWRL Club Competitions Coordinator in collaboration with the stakeholders group reserve the right to add teams up until the completion of round three (3)
- 5.39 Clubs will submit team nominations to their local Junior League Administrator by a determined date and time prior to the commencement of the competition
- 5.40 Minimum number of players required to be registered for a team to be nominated is thirteen (13)

### Time Off, Scheduled Time Delays and Mercy Rule

- 5.41 For the competition mercy rule please see NSWRL Policies and Procedures Manual (section 4.20)



- 5.42 Up to 5 minutes' time off for all circumstances allowed in the SECOND HALF ONLY during regular competition matches
- 5.43 Matches abandoned with less than one full half of a game being completed will need to be replayed at a later date (consideration needs to be taken into game time left, time off taken and half time break). Broken time counts when constituting a half of a match. The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment (refer to 5.49).
- 5.44 A team shall be allowed a maximum of 10 minutes after a match's scheduled starting time to take the field without any prior confirmation of delay. After 10 minutes the match will be deemed a forfeit.
- 5.45 The game times will remain as is after the 10min period with consideration around shortening half time break
- 5.46 See NSWRL Junior League Policies and Procedures Manual (section 3.1) Abandoned Matches Due to Injury, Inclement Weather or Foul Play for more information
- 5.47 Should a match be unable to commence at the scheduled time for any unforeseeable reason, injury or extraordinary event the following needs to be applied:
- a. Consideration needs to be taken for how many matches are left in the day, lighting and the minimum times. See NSWRL Junior League Policies and Procedures Manual section 4.17 for more information.
  - b. Minimum times **when reducing time** (ensuring equal halves):
  - c. Under 13s, 14s and 15s (Female and Male) 12.5 minute halves with 5 minutes half time break
  - a. Under 16s, 17s, 18s, 20s (Female and Male) and Open Age (Female) 15minute halves with 5 minutes half time break
  - b. Open Age (Male) 17.5 minute halves with 5 minute half time break
  - c. Nines Tournament 10min halves with 2 min half time break

## Registration

- 5.48 All players must register via LeagueNet with their appropriate District through their participating club (this is the responsibility of the Club)
- 5.49 A player cannot participate in any competition until a clearance or permit, if applicable, has been fully approved via LeagueNet data base or new registration approved. See NSWRL Junior League Policies and Procedures Manual section 2.17 for more information (this is the responsibility of the Club)
- 5.50 June 30 is the cut off each season for players to register and de registrations to occur (players can only de register once)
- 5.51 Under 13s to 20s: maximum registration numbers per team in all competitions in this age group is twenty five (25) players (see interchange section for numbers who can participate during any given match)
- 5.52 Girls 14s, 16s, 18s: maximum registration numbers per team in all competitions in these age groups is twenty (20) players



- 5.53 Under13s to 20s: maximum de registrations prior to June 30 are seven (7) players. Players remain registered participants for insurance purposes but ineligible to participate in that team.
- 5.54 Open Age maximum registration numbers per team in all competitions in Open Age is twenty eight (28) players (see interchange section for numbers who can participate during any given match)
- 5.55 Open Age maximum de registrations prior to June 30 are four (4) players. Players remain registered participants for insurance purposes but ineligible to participate in that team.
- 5.56 Over 35's Leaguetag maximum registration numbers per team per team is unlimited and therefore, de-registrations are not required

### Player Transfers/Clearances and Representative Players

- 5.57 For a player in the current season to move teams/clubs after having played one (1) or more matches in a competition an application needs to be submitted to the Junior League Administrator. The NSWRL Club Competitions Coordinator in collaboration with the stakeholders group of that competition will deny or approve that application.
- 5.58 Transfers/Clearances will be required to adhere to the NSWRL Transfer Policy section 2.20 of the NSWRL Policies and Procedures Manual (discretion of Districts may apply with internal concerns)
- 5.59 NSWRL Conference Competitions will have a Representative player quota requirement which is outlined in the NSWRL Transfers Policy section 2.20 of the NSWRL Policies and Procedures Manual
- 5.60 Also note the National Clearance policy [CLICK HERE](#)

### Washout Policy

- 5.61 In the event of wet weather leading into weekends, every effort will be made to reschedule and transfer matches where possible
- 5.62 Districts are encouraged to move matches between Districts to ensure matches are played (the cooperation of Districts and Clubs are essential) with scheduled times to be maintained where possible
- 5.63 Any mass changes are required to be finalised and communicated by 5pm the Friday prior to the match (note: a small amount of games may be moved in certain late notice circumstances due to unforeseeable reasons)
- 5.64 Referee appointments will remain when moving matches
- 5.65 If matches cannot be moved or rescheduled forcing matches to be abandoned, then all matches in that competition will be abandoned (one out, all out)
- 5.66 In the event of a round being washed out, that round will then be replayed in the final allocated washout rounds of the competition. This will be done for two rounds only. The first two washed out rounds will be moved back till the last two rounds of the season (i.e. if round 4 is washed out then it will be replayed in the second last round, if then Round 8 is washed out then it will be replayed on the



last round of the competition). If there are no washouts, then another round of the draw will be added for the final two or one rounds remaining.

### Player Movement

- 5.67 Players may move between lower and higher grades throughout the competition season (conditions below), however during finals series, qualifications and eligibility will apply

#### (Under 12s to 20s)

- 5.68 When playing up an age see NSWRL Policies and Procedures Manual section 2.13 (Consent and application required)
- 5.69 A player may play up an age/division a maximum of four (4) matches before they are considered to be part of the secondary team (no longer permitted to play in the primary team). When playing a higher age group, if the player also plays for their primary team the same day first, this will not count towards the quota of four (4) matches.
- 5.70 A player may not participate for a higher age group or division at the expense of players registered to that team as their primary team
- 5.71 Players cannot play in a lower division in their age group to which they hold their primary registration. This also includes moving up an age group. They must be in an equivalent or higher division to their primary team (they cannot play in lower divisions) Clubs in this situation may seek application for exemption to this rule to the NSWRL Club Competitions Coordinator through your Junior League administrator.
- 5.72 Players may move between higher divisions as per rules above
- 5.73 Players moving between divisions and age groups only count towards registrations numbers of their primary team (primary team may change considering above conditions)
- 5.74 Under 20s are to adhere to the above rules when playing up in Open Age
- 5.75 If a club has more than one team in the same competition and division, no player movement will be allowed between the two. The club may apply for consideration of exceptional circumstances to allow identified players to move no more than once during the season.

#### (Open Age including Emerging Cup)

- 5.76 Minimum age to play open age is 17 years of age (player must have turned 17 to participate)
- 5.77 Players are free to move from their primary team to their secondary team up and down divisions where necessary with no restrictions
- 5.78 When a higher grade team has a BYE players can only participate for the non-bye team if they have previously participated for the same team prior to the BYE. If they have never played for that team, then they cannot play.
- 5.79 Players moving between divisions/age groups only count towards registration numbers of their primary team, not the secondary team





- 5.80 If a club has more than one team in the same competition and division, no player movement will be allowed between the two. A club may apply for consideration of exceptional circumstances to allow identified players to move no more than once during the season.

#### (Higher Level Competitions)

- 5.81 Note: players who participate in any higher level NSWRL competitions (i.e. Sydney Shield, ISP Premiership, Ron Massey Cup, Women's Premiership, Harold Matthews / SG Ball / Jersey Flegg), shall not be permitted to return and play in any Conference Competitions on that same weekend
- 5.82 Should a team involved in the Final Series of either Harold Matthews or SG Ball Competitions be deemed after their game to be eliminated from that competition then this would be the only exception to this Rule and would be permitted to play on the same weekend pending District approval and completion of relevant registration / clearances
- 5.83 Any clubs with a link to a NSWRL Higher Level (i.e. Sydney Shield, Jersey Flegg, ISP Premiership, Ron Massey Cup, Women's Premiership) team are only permitted to play five (5) players from that higher level team on the one weekend in the relevant Conference Competition (no more than five (5) can participate). For exemptions to this rule application needs to be made to the NSWRL Club Competitions Coordinator through the Junior League administrator. Consideration will be taken towards playing history.
- 5.84 NSWRL Jersey Flegg (Under 20s) players are permitted to participate in any NSWRL Conference Competition within their natural age group (subject to rule 5.81)

## 6. Head Injuries and Concussion Guidelines

- 6.1. See NSWRL Junior League Policies and Procedures Manual section 4.14

## 7. Dismissed Players

### Temporarily Dismissed Players (Sin Binned)

- 7.1. A player who is temporarily suspended (sin-binned) must immediately retire from the playing field to the dressing room, or an area designated by the ground manager until the period of temporary suspension has expired
- 7.2. Time of suspension begins only when the referee restarts play, or indicates time on (time is to be in accordance with actual playing time)
- 7.3. If more than one player is temporarily suspended in relation to the same incident, the period of time off commences at the same time and players will return to the field together



- 7.4. When the temporary suspension expires, players must enter the field of play from an onside position
- 7.5. Temporary suspension does not include time off and half time. The period of temporary suspension is the actual time that the ball is in play.
- 7.6. Periods of temporary suspension:
  - 7.6.1. All International Rugby League 10 minutes
  - 7.6.2. Nines Tournament 3 minutes

### Permanently Dismissed Players

- 7.7. A player who is permanently dismissed (sent off and not sin-binned) must immediately retire to the teams dressing room, or an area designated by the ground manager until they have changed out of their playing uniform
- 7.8. After changing, the player must not re-enter the field of play, under any circumstances and will be deemed as a spectator
- 7.9. The players must be aware that a formal Notice of Charge will be issued the Tuesday following the match under the NSWRL Policies and Procedures Manual

### On-field Playing Apparel (Uniforms)

- 7.10. All clubs and teams must adhere to the NSWRL Licensing Program. See NSWRL Junior League Policies and Procedures Manual section 2.23 for more information.
- 7.11. When team colours clash, the away team will need to arrange to play in a different set of jerseys
- 7.12. All jerseys are to be clearly numbered with NO duplicates

## 8. Facilities

- 8.1. The NSWRL Club Competitions Coordinator, in collaboration with the stakeholders, reserves the right to deem a venue unfit to play and either move or postpone the match
- 8.2. It is to be noted that some local Junior League venues have environments which may alter the rules of the game or bench/sin bin areas (i.e. kicking for touch for penalties). These will be explained at each venue and are to be determined by the Ground Manager, Match Officials and NSWRL Club Competitions Coordinator (approval required by stakeholders group prior to commencement of season).
- 8.3. See NRL Junior League preferred Facilities guidelines for more information

### Lighting Standards

- 8.4. The following lighting standards shall be required for training and competition matches. A) Ball, Training and physical training = 50 lux B) Competition matches = 100 lux



## 9. Final Series

### Conference Competitions

- 9.1. Top four finals series for all Conference Competitions unless otherwise changed by the NSWRL in agreeance with the key stakeholders
- 9.2. Top four finals series involves Major and Minor Semi Finals followed by a Final and then a Grand Final
- 9.3. Districts for all finals matches will be determined by the position on the ladder:  
Major Semi-Final – Home District for team ranked 1  
Minor Semi-Final – Home District for team ranked 3  
Final – Home District of the loser of the Major Semi-Final  
Grand Final – Home District for the winner of the Major Semi-Final  
All districts are encouraged to play final series matches at a “neutral venue” where possible
- 9.4. Any type of Finals matches may be played across Friday, Saturday and Sunday pending availability and how many matches are drawn to play in any given District
- 9.5. If teams are on equal points at the end of the competition regular season, “for and against” points will determine semi-final placings for all positions. If equal, most points for will determine placings followed by least points against. If the same, then individual results of both teams playing each other will be taken into account (no play offs).
- 9.6. If a team withdraws from any competition, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

### Drawn Matches and Extra Time

- 9.7. If scores are equal at the conclusion of normal time in any semi- final and final matches (not Grand final), then in such matches, a period of extra time will follow in the form of two 5 minute periods each way (straight turn around). If the game is still drawn after the two 5 minute periods of extra time, teams will then play golden point extra time (after a 2-minute break) until a team scores a point(s). There are no time limits for golden point.
- 9.8. If matches are drawn in Grand Finals, a period of extra time will follow in the form of two 5 minute periods each way (straight turn around). If the game is still drawn after the two 5 minute periods of extra time, teams will then play golden point extra time for a period of 5 minutes ONLY (after a 2-minute break) until a team scores a point(s). Should a game still be drawn both teams will be declared joint premiers.

### Loss of Time and Time Off

- 9.9. In Semi-finals, Finals and Grand Finals, should thirty continuous minutes of play be lost due to injury or for any other particular reason (foul play will be at the discretion of the NSWRL Club Competitions Coordinator and may result in the



match being forfeited), the game will be terminated and be replayed at a venue and time determined by the NSWRL Club Competitions Coordinator and the stakeholders group of that Conference Competition

- 9.10. In Semi-Finals, Finals and Grand Finals matches all time off shall be allowed in both halves
- 9.11. Note Protests and Appeals section for further information relating to timelines for protests

### Eligibility

- 9.12. The eligibility of a player to participate in any final series match (Semi-final, final and grand final) will be determined on the basis of the participants playing record on the completion of the regular rounds of competition also considering majority of matches played

#### (Under 12s to 20s)

- 9.12.1. All players in all U12s to 20s competitions must have played a minimum of five (5) regular competition matches over the course of the season for the same team to be eligible for that team
- 9.12.2. Once a player qualifies for one team they may be eligible and permitted to play for another team by application only to the NSWRL Club Competitions Coordinator. Players can seek to play in another age group or division other than the one they qualified for.

#### (Open Age including Emerging Cup)

- 9.12.3. In Open Age competitions, players must play a minimum of five (5) matches across competitions to qualify for the club
- 9.12.4. A player will only be eligible for the finals in a lower division if three (3) of the last five (5) matches that they have played were in the lower division

#### (Higher Level Competitions)

- 9.12.5. When a player is deemed or plays in a NSWRL Major Competition (Jersey Flegg, Sydney Shield, Women's Premiership and Ron Massey Cup), they are required to play eight (8) matches to qualify for NSWRL Conference Competitions final series for that relevant team (see higher level competitions for more information)
- 9.12.6. Note Intrust Super Premiership NSW players are not permitted to play in NSWRL Conference Competitions

#### (All Competitions Conditions)

- 9.12.7. If prevented by injury, adequate medical proof is required to be submitted to the NSWRL Club Competitions Coordinator for approval or denial within 14 days of the match of which the injury occurred. Adequate medical proof will not be accepted after 14 days.



- 9.12.8. If the player was registered late and there were limited matches available due to wet weather, then application can be made to the NSWRL Club Competitions Coordinator for approval or denial for exception to these rules
- 9.12.9. For player qualification purposes, matches forfeited by the opposition count towards the minimum regular competition matches required to qualify for the team receiving the forfeit (washed out matches and teams giving a forfeit do NOT). A sign on sheet must be completed and submitted by the team receiving the forfeit by 5pm on the Wednesday following the forfeited match. Sign on sheets will NOT be accepted past this point in time and players will not be granted a game for qualification purposes.
- 9.12.10. Playing unregistered or unqualified players will result in the match to be deemed a forfeit with possible further breaches applied.

## 10. First Aid/Trainers.

- 10.1 [NRL Junior League “On Field” policy](#) must be adhered to with respect to trainers
- 10.2 Minimum “Leaguesafe” accreditation to enter the field of play
- 10.3 There must be a minimum of one (1) active (visible on the sideline) Level One (1) or higher NRL Sports Trainer at the venue during any given game for the game to go ahead. It is encouraged and recommended a team has their own trainer.
- 10.4 For any reason if a team does not have a level one (1) Sports Trainer available, the opposition club and / or home club will be required to oversee the game to ensure the match can go ahead
- 10.5 Coaches and players must not act as a trainer in any match.
- 10.6 Trainers must comply with any direction or instruction from the match officials or ground manager
- 10.7 Trainers must not make argumentative, disparaging, derogatory or offensive comments to any match official or ground manager
- 10.8 All trainers who enter the field of play must possess proof of accreditation in the form of NRL Trainers accreditation and have it available to the ground manager
- 10.9 Trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player
- 10.10 The use of ‘walkie-talkies’, mobile phones or other electronic devices on the field of play is prohibited.

## 11. Heat Guidelines

- 11.1 See NRL Guidelines for more information
- 11.2 [https://playnrl.com/media/1936/heat-guidelines\\_with-changes1.pdf](https://playnrl.com/media/1936/heat-guidelines_with-changes1.pdf)



## 12. Match-Day Administration

### Sign on / Result Sheets

- 12.1. All clubs must use NSWRL Conference Competition sign on sheets
- 12.2. District Administrators and / or Clubs are required to supply their own sign on sheet game day
- 12.3. Players must sign on a minimum 20 minutes prior to the scheduled start time
- 12.4. The Ground Manager will be responsible for sign on sheets to be completed in a timely manner
- 12.5. Both teams are required to go through the same process when signing on (this isn't to be different between home and away teams)
- 12.6. A player may sign on anytime during a match
- 12.7. If a player does not sign on they will NOT be deemed to have played in that match for eligibility process
- 12.8. Replacements must not sign on until they are required to take the field and are to be marked on the sign on sheet as an interchange player (either with a \* or "I")
- 12.9. A player whom takes part in a different division or age group to their primary team is required to be marked on the sign on sheet accordingly (i.e. U20 player listed)
- 12.10. All sin bin and send offs must be recorded on the sign on sheet
- 12.11. Once signed on, teams are permitted to carry out warm ups or return to change rooms
- 12.12. The local Junior League Administrator and / or Club is responsible for ensuring result sheets are collected and entered onto LeagueNet

### Interchange

- 12.13. Unlimited interchange will apply for all competitions
- 12.14. Maximum of 20 players are allowed to be stripped and participate in each match. This includes the starting thirteen (13) and up to seven (7) reserves

### Draws and Times

- 12.15. See NSWRL Conference Competition – Information and Structure for 2018 for days of play and calendars
- 12.16. Competition Rounds will be determined by the NSWRL Club Competition Coordinator in collaboration with the relevant stakeholders group
- 12.17. Draws will be created by the NSWRL Club Competitions Coordinator in collaboration with the relevant Junior League Administrators
- 12.18. Districts will be allocated matches of which the Junior League Administrator will be required to allocate time and venues (deadlines will be set to ensure a forward draw is available)



## Ground Managers

- 12.19. Home clubs (in some cases Districts) are responsible for appointing Ground Managers to venues during matches
- 12.20. Districts and Clubs will determine whom is responsible however venues will be required to be setup for play with the appropriate safety, tables, ropes and chairs in place
- 12.21. Ground Managers are responsible for ensuring sign on / results sheets are filled in correctly and in a timely manner (including supplied to local Junior League Administrator by 9am Monday post-match), general control of matches including liaising with match officials, enforcing correct trainer/manager/coach behaviour, ensuring appropriate judiciary reports forms/sheets are available to the match officials and provided to all parties concerned including collecting player cards
- 12.22. They are required to be visible at all times during matches either at the officials table or on the sideline
- 12.23. They will be heavily involved in the enforcement of the NRL Code of Conduct for off-field concerns, in particular being aware of the Competitions Handbook and reporting of incidents.

## Playing Cards

- 12.24. A condition of NSWRL Conference Competitions is that a player is NOT permitted to participate in a match without a player registration identification card being present (unless otherwise stipulated by NSWRL Club Competition Coordinator)
- 12.25. Cards must be present prior to the commencement of any competition match with all players to sign on accordingly
- 12.26. In the event of exceptional circumstances, the local Junior League Administrators should be contacted. If the circumstances were unforeseeable the teams will be instructed to continue the match with the players' names to be recorded and checked post-match.
- 12.27. Junior League Administrators in collaboration with the NSWRL Club Competitions Coordinator have the ability to approve **individual circumstances** if it can be proven that registration on LeagueNet with a photo exists

## 13. Sideline Area and Bench Locations

- 13.1. Both the home and away team benches must be on the same side of the field.
- 13.2. Where team benches are located within the playing area e.g. inside the fence, the following provisions must be adhered to:
  - 13.2.1. Under no circumstances is “barracking” or abuse from the bench permitted. This also refers to advice or assistance to the match officials in relation to their performance or how they should carry out their duties.



- 13.2.2. Personnel on the bench may comprise only those people directly related to the conduct of the match itself e.g. coaches, reserve players, trainers, team manager with a requirement to be clearly identified with a vest or shirt and have official identification
- 13.2.3. Under no circumstances is a suspended player permitted on the sideline or bench area
- 13.2.4. A player who is temporarily suspended must immediately retire from the playing field to the dressing shed or area designated by the ground manager until their temporary suspension has expired.
- 13.2.5. The ground manager may request any person on the bench to leave at any time
- 13.2.6. Players and officials on the bench must, at all times, remain at the bench allocated to their team (except for warm-ups)
- 13.2.7. No one besides the Ground Manger can approach the match officials
- 13.2.8. Whilst officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances
- 13.2.9. No members of the general public are permitted within the playing area.

## 14. Timekeeping

- 14.1. The home team, in conjunction with the away team, if they so wish will be responsible for the keeping of match time. If the away team does not nominate anyone for this purpose, they must accept the timekeeping of the home team.
- 14.2. All decisions of the official timekeeper shall be final and not open to review or appeal, unless the NSWRL Club Competitions Coordinator determines so in collaboration with the stakeholders
- 14.3. In all cases, the referee will be the sole judge of when play shall cease after the half-time or full-time siren has sounded.
- 14.4. The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

## 15. Situations Not Covered

- 15.1 NSWRL Determination shall be final should any situation arise that is not covered under these rules including making adjustments to these rules where applicable





## GIRLS NINES (9s) COMPETITIONS

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### Harvey Norman U14, U16 and U18 Girls Conference Competitions

Subject to the modifications below, matches will be played under the International Laws of Rugby League. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the NSWRL Junior League Policies and Procedures Manual or elsewhere in the Conference Competitions Handbook.

- 1 Maximum of 20 registered players**
- 2** Teams will consist of a maximum of 20 players per game, with no more than nine players on the field at any one time. Unlimited interchange may take place during the course of the match.
- 3 A minimum of seven (7) players** are required to take the field for a team before the match will commence.
- 4** 5 players only will form scrums (**All scrums are to be DE-POWERED**, as per the SafePlay Code)
  - 4.1** Scrums will only be formed in the event of a mutual infringement or double knock-on. In all other circumstances a hand-over to the non-offending team will take place at the location where the scrum would normally have been formed.
- 5** After any points have been scored play will restart with a kick-off by the scoring team at the centre of the half way line
- 6 Match Duration: 2 x 20 minute Halves**
- 7** Periods of temporary suspension (sin bin) will be for five minutes duration



For reference see below NSWRL Junior League Policies and Procedures Manual Table of Contents

[CLICK HERE](#) to view Manual

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## Appendix A: NSWRL JRL Weight and Age Guidelines

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### Junior Rugby League Weight and Age Model

Upper Weight limit based on approximately 98<sup>th</sup> percentile

Lower Weight limit based on approximately 15<sup>th</sup> percentile

- U6 & U30kg
- U7 & U35kg (players 21kg or under may play U6)
- U8 & U42kg (players 23kg or under may play U7)
- U9 & U48kg (players 26kg or under may play U8)
- U10 & U56kg (players 29kg or under may play U9)
- U11 & U64kg (players 33kg or under may play U10)
- U12 & U72kg (players 37kg or under may play U11)
- U13 & U79kg (players 42kg or under may play U12)
- U14 & U86kg (players 48kg or under may play U13)
- U15 & U93kg (players 53kg or under may play U14)
- U16 & U97kg (players 55kg or under may play U15)

Note: A player may not be forced to play more than one year above his/her 'natural' age due to these weight restrictions. These guidelines are approved for use within NSWRL affiliated competitions for the 2018 season at the discretion of competition administrators.

### Suggested Procedures for Implementation

#### Players wishing to play down an age group

These players would make application to the League at the commencement of the season to be considered for eligibility for the age group below. In this instance a League official would weigh the players concerned and if eligible mark these players' records as being eligible for the age group requested. Once weighed and verified, the player will not be required to be weighed for the remainder of the season.

#### Players over the prescribed weight limit

Players who are close to the prescribed maximum weights for each age are encouraged to seek weighing at the commencement of the season to verify if they are under the limit. Should they be below the limit they are eligible for that age group for the entire season. Should they be above the limit they will be required to play in a higher age group/division as appropriate. If an opposing club has a query regarding the weight of an opposing player, they have the right to make a request for weighing through the district. If the player has not been weighed during the current season, then the player will be weighed by the appropriate League officials.