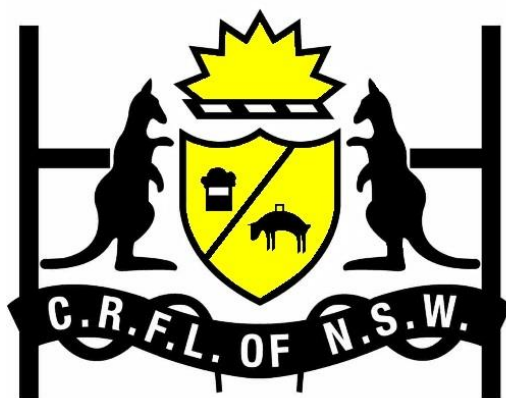
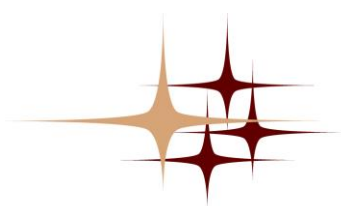


GROUP 6 J.R.L.



**GROUP 6
JUNIOR RUGBY LEAGUE Inc.
2019**

HANDBOOK & COMPETITION RULES



Country Club
GLEDSTOOD HILLS

The Home of Sport





RULES AND REGULATIONS

TABLE OF CONTENTS

PART ONE - STANDING REQUIREMENTS

	PAGE
JUNIOR LEAGUE GROUND LOCATIONS	4

PART TWO - PRE-MATCH REQUIREMENTS

AUTHORISED PERSONS ONLY INSIDE SPECTATOR FENCE	5
CROWD CONTROL	6
DURATION OF MATCHES	6
FOOTBALLS	6
FIRST AID EQUIPMENT	7
GROUND INSPECTIONS AND MARKINGS	7
HOME CLUB RESPONSIBILITIES	7
VISITING CLUB RESPONSIBILITIES	8
OFFICIAL TABLE MANUAL	8
PADDING ON GOAL POSTS	8
PLAYERS UNIFORM	8
TEAM NOMINATIONS	8
DEFERRING GAMES	8
PLAYING IN HIGHER GRADE	9
PLAYER'S REGISTRATION & CLEARANCES	10
PLAYING TIMES AND BALL SIZES	12
REFEREE NOT IN ATTENDANCE	12
SIGN ON SHEETS	13
KICKING TEE'S	13
TABLE EQUIPMENT	14
TEAM MANAGER AT OFFICIAL TABLE	14
TOUCH JUDGES	14
WEATHER WATCHERS	14



PART THREE - DURING MATCH REQUIREMENTS

ON FIELD COMPLAINTS	15
COACHES	16
REPLACEMENTS	16
DECISION OF REFEREE	17
DISMISSED PLAYERS	17
FORFEITS	18
INJURED PLAYERS	18
MISBEHAVIOUR OF RESERVE PLAYERS AND TEAM OFFICIALS	18
NUMBER OF PLAYERS	19
LATE ARRIVALS	19
REFEREE TERMINATING MATCH	19
SIN BIN	20
SAFEPLAY CODE	20
TIME OFF IN MATCHES	20
TRAINERS	21

PART FOUR - AFTER MATCH REQUIREMENTS

CHECK SCORE SHEETS	22
FOOTBALLS	22
PROTECT THE REFEREE AND TOUCH JUDGES	22
PROTESTS	23
SECURITY OF CLUB EQUIPMENT	24
SIDELINE CLEANLINESS	24
FINAL SERIES PROTOLS	24
MATCH REVIEW	25

ANNEXURES

CURRENT GROUP 6 REFEREE FEES
GROUP 6 JUNIOR CODE OF CONDUCT
CRL GROUND MANAGEMENT HANDBOOK
NRL ELECTRICAL STORM SAFETY GUIDELINES
GUIDELINES ON THE USE OF IMAGES OF CHILDREN
NATIONAL SAFEPLAY CODE
CRL CLUB JOB DESCRIPTIONS
GROUP 6 JRL CONSTITUTION BY-LAWS & RESIDENTIAL BOUNDARY RULES
CRL PLAYER CLEARANCE POLICY



PART ONE – STANDING REQUIREMENTS

GROUP EXECUTIVE OFFICER

Stephen Hazelton Mob: 0450 010 770
 Email: group6rugbyleague@bigpond.com

JUNIOR LEAGUE GROUND LOCATIONS

APPIN	-	Appin Park Cnr Appin Road & Market St, APPIN
BARGO	-	Bargo Sports Ground Radnor Rd, BARGO
BOWRAL	-	Loseby Park Park Road, BOWRAL
CAMDEN	-	Kirkham Oval Hilder Street, ELDERSLIE Ph.
MITTAGONG	-	Mittagong Sports Ground Old Hume Highway, MITTAGONG
MT ANNAN / CURRANS HILL	-	Jack Nash Reserve Currans Hill Drive, CURRANS HILL
MOSS VALE	-	Community Oval Donkin Avenue, MOSS VALE
NARELLAN	-	Narellan Sports Ground Millwood Avenue, NARELLAN
Oran Park	-	Gardner Reserve Central Ave, ORAN PARK
PICTON	-	Victoria Park Menangle Road, PICTON
THE OAKS	-	Dudley Chesham Oval Burrang Road, THE OAKS
THIRLMERE / TAHMOOR	-	Thirlmere Sports Ground Cnr The Oaks & Goodley Streets, THIRLMERE
ROBERTSON	-	Robertson Show Ground Cnr High & Caalong Streets, ROBERTSON
WARRAGAMBA	-	Warragamba Sports Ground Cnr Warradale Road & Farnworth Avenue, WARRAGAMBA



PART TWO – PRE-MATCH REQUIREMENTS

AUTHORISED PERSONS ONLY INSIDE SPECTATOR FENCING

1. The following persons are authorised to be inside the playing area of any game of rugby league under the control of Group 6 Junior Rugby League Inc.
 - (i) Game Referee, Touch Judges and or in goal Touch Judges.
 - (ii) Coach, Manager, 3 LeagueSafe Water Runners (Can be any combination of LSO's & Sports Trainer's) and dressed playing reserves.
(Water runners must be dressed in the approved apparel)
(Injured players who are dressed in their team jersey max 2.)
 - (iii) Sports Medicines people dressed in approved apparel.
 - (iv) The Ground Manager/ s & Team Liaison Officers dressed in approved apparel.
 - (v) Any other person whom the Ground Manager approves to be within the playing area.
 - (vi) Group Officials
2. Any person must accept a reasonable direction of the Ground Manager, Official of the League, or Official of the Club
3. In the event that a person refuses to obey the direction of the Ground Manager, Official of the League or Official of the Club controlling the ground, the Ground Manager may
 - (i) direct the referee to suspend the match or.
 - (ii) direct the referee to terminate the match.
4. The offending person, team official or club who fails to comply may be:
 - (i) Fined and or
 - (ii) Loss of competition points, and or
 - (iii) Suspended from the competition, and or

any other action deemed appropriated by the Group Management



CROWD CONTROL

Crowd control is a responsibility of both clubs. Every effort should be made to control spectators, players and officials who are on the sidelines watching matches.

There is a list of all local Police Stations in this manual should the police be required.

There are also several documents touching on crowd control measures. Firm control at the official table often has a calming influence on potential troublemakers.

DURATION OF MATCHES

- a. All matches shall be played on dates fixed by the League or any other person appointed by the Group Management and shall commence at such times and be played upon such grounds as may be directed.
- b. Any club not prepared to commence a match within 15 minutes of the time directed shall be deemed to have forfeited, unless satisfactory reasons for the delay are given to the Executive Officer.
- c. Each match shall be played in two equal divisions of time, with an interval of not more than 5 minutes. Each club shall appoint a timekeeper from the visiting team help to officiate at the table on the ground whose duties it will be to keep time and to sound the bell or hooter at half time and full time. The Referee will blow the whistle for half time and full time when the ball next becomes dead.
- d. In the event of any alteration in the playing time, timekeepers must be informed prior to the start of the match, and the game must be played in two equal periods.

FOOTBALLS

There should be three footballs for each match. It is the responsibility of the home club to have sufficient footballs. The visiting team should also have at least one football per team. Ask the ballboys to gather the footballs at breaks in play and after the matches. Place them under the official table for security.

All Match Balls must be CRL supplied Match Balls.

Check the footballs to see they are properly inflated. The referee has the deciding say if there is conflict over a particular football being used.

A mini football is used for all mini games (U/6 to U/9), a mod football for all mod games (U/10 to U/12) and an international football for all games from Under 13 to Under 16



FIRST AID EQUIPMENT

Check to see that there is adequate first aid equipment available and a receptacle for blood soiled bandages etc. Usually there should be a well stocked first aid kit at the table. Ensure the players do not use first aid items as strapping. The Head Senior Sports Trainer shall be responsible for the first aid kits.

GROUND INSPECTION AND MARKINGS

It is very important that the ground markings are clear. Clubs should do the markings prior to the first game. It might be necessary to go over them during the day. Lime is not to be used as it is dangerous to the health of the players.

Please complete the Ground Risk Assessment Sheet before the start of the game day. Report any concerns to the Ground Manager, Club Secretary, and Referee.

HOME CLUB RESPONSIBILITIES

The home club is responsible for ensuring the following is provided at the ground:

- Correct size and number of footballs.
- Provide ball boys.
- Goal post pads.
- Correct field markings.
- Field set up correctly.
- Timekeepers (each team should supply a timekeeper).
- Clock (at least three clocks are required at international games).
- Siren or bell.
- Correct operation of official table.
- Updating the ground scores and report them to Junior League Secretary.
- Spectator control.
- Non-Official Touch Judges must be over 14 years and a registered player or an adult (18 years and over)
- Sign on sheets are available.
- Prompt procedures for quick contact with ambulance (mobile phone, etc.).
- First Aid Kit (to be at official table or designated area).
- At least one qualified National Rugby League Ground Head Sport Trainer.
- Supply ice of adequate quantity and quality for first aid purposes and that the ice is to be stored in an esky immediately near the sideline of the field where the game is being played.
- There must be a field Sports Trainer on **EACH** field that is being run on the day



RESPONSIBILITIES OF THE VISITING CLUB

The visiting club is responsible to do everything possible to assist the home club provide all of the above-mentioned matters, and in particular, assist with the following:

- Spectator control.
- Behaviour of players and officials.
- Correct operation of official table.
- Correct compilation of sign on sheets.
- Proper and adequate medical care for players.
- Leave facilities clean and tidy after use.

Both clubs should work closely together to ensure that the match is professionally conducted at all times.

OFFICIAL TABLE MANUAL

Always check to see that it is available and protected from the elements (rain, wind, and sun). Check to see that it is up to date and all parts are secure and in place. Use this document to settle any disputes. Insist the guidelines set out in this document be observed. Let persons in dispute read the appropriate section.

PADDING ON GOAL POSTS

Check the padding on all goal posts to ensure it is safe and adequate. Make sure there are no buckles or sharp edges that could cause injury to any person. If you think the padding is not sufficient bring it to the notice of the referee and your club Secretary or Ground Manager.

PLAYERS SIGNING ON IN PROPER UNIFORM

There is a responsibility on clubs, teams, and players that they wear the proper club playing uniform. If there are any breaches, complaints should be noted on the sign on sheet and the matter brought to the notice of the Junior League. No player shall take the field unless he is wearing apparel from an approved supplier.

TEAM NOMINATIONS

Where a club have more than one grade in an age group, after round two before round three the club secretary is required to submit a list of players in each team.

DEFERRING GAMES

Where a team has three (3) or more players unavailable due to Group 6 JRL or CRL Representative Duties, the club may apply within seven (7) days' notice to have the game deferred. The deferred game will be rescheduled by the Group to the next spare weekend or may apply to play the game at an earlier time that both clubs agree to.



PLAYING IN A HIGHER GRADE

Please ensure that any player playing a higher grade has this clearly shown on the match sheet. A player may play in a higher grade at any time if he wishes, but he/she must never be forced to do so. The Playing in a Higher-Grade form must be completed.

MOD FOOTBALL – All players in the age group which is scheduled to play must take the field before any player from a lower grade. However, a player from a lower grade (who has played earlier that day) may sign on but only be used as required.

E.g. Players from a lower grade that have not played earlier that day and signed on must be used. Players from a lower grade that have not played earlier that day can be ready in the spectator area and signed on before the half time siren, to be used.

That all eligible and registered Mod players must fulfil their commitments to their team in all competition and finals games unless under disciplinary action as defined by the CRL Constitution (By law 30)

INTERNATIONAL FOOTBALL - All players in the age group which is scheduled to play must take the field before any player from a lower grade.

That all eligible and registered International players must fulfil their commitments to their team in all competition and finals games unless under disciplinary action as defined by the CRL Constitution (By law 30)

FULFILLING COMMITMENT – A player has fulfilled their commitment to their team where:

- Mods have played one half of unbroken football.
- Internationals have signed on and taken to the field with no minimum time requirements.

Players from a team that has forfeited to another have not fulfilled their commitment to their team, so therefore cannot backup without prior approval for the Group.

Teams with excess players, where players would like to play for a higher grade without fulfilling their commitment to their team, can do so only with the prior approval of the Group. Approval may be sort only if the team is not using lower grade players to create the excess team numbers. Where approval has been given, the Executive Officer will notify the other clubs involved.

Competitions where byes are in the draw, a bye would be recognised as players fulfilling their commitment to their team.

“A” graded players cannot back up in a “C” competition except for 14A to a 15/16 competition.

Where a team has players away on Harold Matthews’s duty, the club may apply to have players from a lower grade fill their position until they return, then the temporary players may return to their team.

Players returning to their club from Harold Matthews’s duty must play in their club’s highest grade 16’s



PLAYER REGISTRATION & CLEARANCES

It is the responsibility of all clubs to make sure the players they are playing against are registered and qualified within the respective age groups.

Player registrations can be broken up into three categories New Player Registrations, Player Reregistration's, and Player Clearances. The following is to be read in conjunction with the Group 6 JRL Residential By-Law, the CRL Player Clearance Policy, and is designed to help clubs with the player registration process.

1. New Player Registrations

A new player is a person who has never played rugby league before.

- a) If a new player resides in your Club's Boundary, the new player can be registered as per section 6 of the Group 6 JRL Residential By-Law.
- b) If a new player resides outside of Group 6 JRL Boundary, the new player's parents need to apply for approved from the Group 6 JRL Executive before registering with a Group 6 JRL club.
- c) If a new player resides in another Group 6 JRL Club Boundary, the new player's parents need to seek approval from the club which boundary he/her resides in, as per section 4a of the Group 6 JRL Residential By-Law, unless the new player has a sibling already playing with the club as per section 5 of the Group 6 JRL Residential By-Law. If claiming the Sibling Rule it must be noted on the new player's registration.
- d) All new player registrations cannot be approved by the club until all the necessary Proof of Age, Proof of Residency documentation, and current photo are uploaded to the Player's LeagueNet File. For new out of a registration written approval is required from the Executive Officer before the new registration can be approved by the Club.

2. Returning Player Reregistration's

A Reregistration is when a player is returning to be registered with the club, he/she was registered with last.

- a) The player's parents should be directed to reregister the player online. The club may guide the player's parents though the online process but because of legal reasons, cannot register the player on the parent's behalf.
- b) If the player is returning to play with his/her club after a season or more break from rugby league. As long as a clearance is not required, the player will need to be registered as new player, and the player record duplication resolved.



3. Player Clearances

A player clearance is required from the club where the player was last registered with, either in Australia, England, the Pacific area, or New Zealand.

- a) If the player resides in your Club's Boundary, the clearance can be requested to register the player as per section 6 of the Group 6 JRL Residential By-Law & the Country Rugby League Player Clearance Policy.
- b) If the player resides outside of Group 6 JRL Boundary, the player's parents need to apply for approval from the Group 6 JRL Executive and the new club can request the parents to lodge a clearance to be registered with a Group 6 JRL club. The Club then notifies the Executive Officer via an email of the out of area clearance request and ask the parents to submit the letter of exceptional circumstances for the clearance. The Group 6 JRL Executive may reject the clearance request once it reaches Group 6 JRL Level with regards to the CRL Player Clearance Policy or Group 6 JRL Bylaws.
- c) If the player resides in another Group 6 JRL club's boundary and is seeking a clearance from outside of the Group to play with your club. The player's parents need to seek approval from the club which boundary he/her resides in as per section 4a of the Group 6 JRL Residential By-Law, unless the player has a sibling already playing with the club as per section 5 of the Group 6 JRL Residential By-Law. If claiming the Sibling Rule it must be noted on the player's registration.
- d) If the player is requesting a clearance from another Group 6 JRL Club, the new club should refer the player and parents to speak to his/her old club before processing the clearance. If the issue cannot be resolved the clearance request will be directed to the Clearance Committee. The new club is under no obligations to process the clearance, even if the player resides in the club's boundary, but may be obligated to do so if the player has recently moved into the new club's boundary. The clearance request may still be directed to the Clearance Committee for approval.
- e) It's important to note when a player is cleared under portability, this is only a temporary seasonal clearance. The player remains registered with his/her original club and will require a clearance the next season if he/she is wishing to play for another club.



PLAYING TIMES AND BALL SIZES

Under 6, and 7	Mini ball	4 x 8 minutes
Under 8 and 9	Mini ball	4 x 8 minutes
Under 10, 11 and 12	Mod ball	2 x 20 minutes
Under 13, 14, and 15	Full size ball	2 x 25 minutes
Under 16	Full size ball	2 x 30 minutes
14 and 16 Girls League Tag	Full size ball	2 x 25 minutes

Half time breaks should not be more than three (3) minutes for Mini games and five (5) minutes for Mod and International games.

All teams should be ready to take the field within fifteen (15) minutes of the appointed starting time.

There is no time out for injury except in semi-finals, finals, and grand finals. In the event of a player being injured and there is a need to stop the game and wait for medical assistance then the game clock is not to be stopped. Time is to be run down. If the injury is before half time, then once half time is due the half time bell will sound. Once the half time period has elapsed the bell will be sounded to signal the start of the second half. If the end of the game comes and there is still no play whilst awaiting medical assistance, then full time should be sounded. The bell should then be sounded for the start of the next game. The same procedure will apply until the medical assistance arrives.

In the event that a full game is missed whilst waiting for medical assistance then the team may make application to the Group to have the game played at another time and location.

Any partly played game will not be replayed and the team leading at the time of injury will be declared the winner.

REFEREE NOT IN ATTENDANCE

It is recommended that all Mini, Mod, and International games should be played under an authorised / appointed accredited referee.

Only Mini games can be officiated by the Teams Coaches only, if a referee is not appointed to the game, or fails to attend the appointment.



SIGN ON SHEETS

It is the responsibility of the officials at the official table to properly complete the sign on sheets.

- a. Only players present on the day are to be entered on the sign on sheet. Do not enter the players who are away sick. Injured players sitting on the bench must be signed with injured marked against their name.
- b. The name of the coach, manager, Leaguesafes and Sports Trainers are also to be entered on the sign on sheet with their ID numbers. The Managers of the two teams are to sign the sheet to acknowledge that all the information in relation to their team is correct.
- c. Players from Under 6 to Under 9 **do not sign** the sign on sheet.
- d. Players from Under 10 to Under 16 players **must sign** the sign on sheet before entering the field of play. (Unless they are playing up from a lower grade, then there is only a need to write their name and state the lower grade).
- e. Any protests or complaints that surface during a game should be entered on the back of the match sheet. If protest is lodged it will still be necessary for an official to forward a letter of protest to the Executive Officer via the club Secretary before 72 hours after the match.
- f. Sign on sheets cannot be altered after the referee has signed them.
- g. Teams list are to be entered on the match sheet on LeagueNet before 12 noon the day before. 12 noon Wednesday before the Grand Finals for programs to be printed.

Match Sheets and all Game Day Reports are required to be in to the Executive Officer Thursday after a home game. A \$50 fine may apply to the hosting club for late reports.

All game results are required to be updated on leaguenet 7pm of game day, and injury reports sent to the Group 6 JRL Head Trainer by 9pm. A \$50 fine may apply to the hosting clubs for late reports.

KICKING TEE'S

Teams should be responsibility for bringing their own kicking tee. The home club may have a kicking tee available at the official table as a spare.



TABLE EQUIPMENT AVAILABLE

Before each match starts check to see the appropriate equipment is available ie. Sign on sheets, siren, bell, stop watches (sin bin), and time clocks, first aid kit, footballs, Ice, etc. Also, the opposing team MUST supply a timekeeper to assist you.

TEAM MANAGER TO SIT AT OFFICIAL TABLE

It is important that both teams have a representative sit at the official table during the game. Usually it is the team manager's responsibility to do this. If the team manager from the opposing team does not want to meet that responsibility, ask another team representative to do so.

If they decline to do so and later protest over the game or an incident in the game, their case will be considerably weakened because they did not have a representative at the table.

TOUCH JUDGES

To be eligible to perform the duties of a touch judge the person must be at least 14 years of age and a registered player or over the age of 18 years. An unofficial touch judge can only adjudicate on ball going into touch. They can not enter the field of play unless requested to do so by the game referee.

WEATHER WATCHER

Please ensure that the designated "Weather Watcher" is present during all games and that the Group Lightning Policy is at hand. The "Weather Watcher" must be nominated on the Home Game Duty Roster.



PART THREE – DURING MATCH REQUIREMENTS

ON FIELD COMPLAINTS

If a player would like to make an official complaint during a match for allegations like biting, eye gouging, and racial comments, the process must be followed at the time, as there is very little the Group can do after the game.

1. If a player wishes to make a complaint for these types of allegations, he/she must do so, through his/her Captain.
2. The Captain is to respectfully approach the referee and inform the referee that he/she would like to make an official complaint, that opposition player number XX illegally (bitten, eye gouged or made racial comment) against or to my player number XX.
3. The referee should call time off and ask his/her touch judges and the Ground Manager to come in and the players involved to come forward.
4. The referee is to ask the player making the allegation to clearly state the complaint and show any teeth marks or scratches etc. and must clearly identify the player he/she is making the allegations against.
5. The referee should ask his/her touch judges if they witnessed or heard anything pertinent to the incident or complaint. If so, the referee should take the appropriate action.
6. If the referee or touch judges did not witness or hear anything regarding the allegations, the referee should make note of the complaint, & the game should continue. At half/full time details of the complaint should be noted on the game sheet, including relevant player numbers etc. A full report from the referee must also be lodged with the Group, for further investigation.
7. The referee may ask the Ground Manager to take a photo of any marks, and Ground Manager is required to submit an incident report to the Executive Officer, asap with any photos.

Please understand that if the complaint comes down to one player's word against another's it is all ways hard to prosecute. Both players will need to face a disciplinary hearing to determine an outcome.



COACHES

Coaches are permitted inside the spectator fence during matches, provided they sit quietly and obey the Codes of Conduct. Officials at the official table should remind them if they do not obey these Junior League rules they can be placed outside the fence.

If a coach refuses to obey that rule, please make a note on the Ground Managers Report, who will take the matter up directly with the coach concerned. If a coach is placed behind the fence during the game and it is before half time, he may NOT be permitted back inside the fence at half time for the team briefing.

- a. All coaches must have for Mod Football (Under 6 to Under 12) a Modified Coaches Certificate and International Football (minimum Club Coaches Certificate)
- b. All coaches should be encouraged to observe the Coaches Code of Ethics.

REPLACEMENTS

MINI FOOTBALL – Twelve (12) Players can be sign on and there is no interchange of players in mini football except in the case of injury or the blood bin. There is no time limit on how long a player can be in the blood bin. It is at the decision of the Head Sports Trainer. Each player must play an unbroken quarter-of the game (8 minutes)

MOD FOOTBALL – Twenty (20) players can sign on and in the first half, there is no interchange of players in mod football except in the case of injury or the blood bin. There is no time limit on how long a player can be in the blood bin. It is at the decision of the Head Sports Trainer. Each player must play an unbroken half of the game (20 minutes)

Mod Players can be interchanged in the second half of the match only if there have played an unbroken half, and the interchange player must also have played an unbroken half.

INTERNATIONAL – twenty (20) players can sign on and there is unlimited interchange of 6 players at the discretion of the coach. There is no time limit on how long a player can be in the blood bin.



DECISION OF THE REFEREE

It is the firm policy of the Junior League not to interfere with the result of a match due to a referee error on the field. If, however, it is found that an error was made by officials at the official table recording the match, or for other reasons supported by Committee resolution after taking evidence, the Junior League Management may consider (after due deliberation), interfering with the outcome of any match so affected.

- a. Any club may lodge a protest or appeal against a decision of a referee, or protest on the grounds of misconduct of a referee.
- b. A written statement defining the points, at which the appeal or protest is founded, and the law or laws under which it is laid must be delivered to the Junior League.
- c. A copy of that statement shall also be furnished by the Club appealing or protesting to the Secretary of the opposing club and the referee of the match.
- d. An appeal from the decision of the referee on a matter of law shall be dismissed if the captain of the appellant club failed to formally challenge such decision on the field of play.
- e. All such challenges must be recorded on the official sign on sheet. It must be counter signed by the official at the table. It will be noted on the Ground Managers Report to the Executive Officer on the day of the game in question.
- f. Limitation of time as stated by the Constitution of the League.

DISMISSED PLAYERS

- a. Any player who has been ordered off the field of play shall vacate the playing enclosure, and will resume ordinary attire, and shall be suspended from playing until the case shall have been duly dealt with by the Judiciary Committee (unless otherwise indicated in these rules). Every endeavour will be made for the case to be heard by the Judiciary Committee before the next competition match.
- b. Referees shall obtain the name of any offending player from the captain or club official responsible for the team. Failure of the captain or club official to supply each player's correct name shall be deemed misconduct, for which the person or persons concerned shall be reported by the referee in writing to the Executive Officer.
- c. When a player has been ordered from the field of play by the referee, the referee is obliged to complete a report concerning dismissals; such report shall be sent to the offending players club, via an email from the Executive Officer, after Match Review, and a copy should be sent to the player from the Club Secretary.



FORFEITS

- a. Any team that has forfeited twice in succession or three times in all could face elimination from the respective competition.
- b. When a club forfeits to another, the match shall count as a match played, and be declared in favour of club forfeited to.

Any club that forfeits without notice to opponents, being **8.00pm Thursday** before the game shall be fined a sum of **\$200.00**. This will be divided in the following manner: **\$150.00** to the home club and **\$50.00** to the Group.

Should advice be received at the official table that a team is forfeiting, please make a note to that effect on the sign on sheet and forward the sheet to the Executive Officer in the usual manner.

Teams who receive a forfeit will be awarded the average **“For results”** from that round in that age and grade, plus the 2 competition points.

INJURED PLAYERS, Treatment of

There is a duty of care on everyone to look after the welfare and interests of all players, particularly injured players.

Make sure there is a qualified Sports Trainer is present at all times. If you observe an injured player in distress on the sidelines, bring the matter to the attention of the NRL Sports Trainer. The match should only be stopped if the injured player is interfering with play or the Sports Trainers requests the game to be stopped or the Referee deems it necessary to stop the game. Call for additional medical assistance if necessary.

MISBEHAVIOUR BY RESERVE PLAYERS AND OFFICIALS ON THE SIDELINES

The Code of Conduct addresses any misbehaviour by players and team support officials on the sidelines.

If players are yelling out, please ask them to cease. If they fail to obey the instruction of the Ground Manager, then they may be removed and shall take no further part in the game. If they are swearing, then they are instantly dismissed. A note is to be made on the Ground Managers Report to the Secretary of the Junior League on the day of the match.

Reserve players and team support officials must sit in the appropriate place and players can be encouraged but not coached from the benches. Trainers are also required to sit with reserves and only enter the field of play to assist down/injured players. This is in accordance with CRL rules pertaining to trainers and stoppage of play.



NUMBER OF PLAYERS

The following number of players that are permitted to participate in each match as follows:

- | | | |
|--------------------------------|--------------|--------------|
| • Mini U/6, and 7 | maximum = 6 | minimum = 4 |
| • Mini U/ 8 and 9 | maximum = 8 | minimum = 6 |
| • Mod U/10 and 11 | maximum = 11 | minimum = 8 |
| • Mod U/12 | maximum = 13 | minimum = 11 |
| • International U/13 to U/16 | maximum = 13 | minimum = 9 |
| • Girls League Tag U/13 to U16 | maximum = 11 | minimum = 8 |

Should a team take the field with the minimum number of players, late arrivals may enter the field at anytime, until the correct numbers of players are on the field.

In the event of a team having less than the minimum number of players the game is to be terminated immediately.

In the event that there is more than the maximum number of players permitted, the referee shall order the removal of the extra player or players and shall disallow any points scored up until that time by the offending team. In the event that the team fails to comply with the referee's instruction the referee shall award the match to the opposing team.

LATE ARRIVALS

Any club not prepared to commence a match within fifteen (15) minutes of the stipulated starting time as determined by the Junior League, shall be deemed to have forfeited unless satisfactory reasons for the delay are given to the Executive Officer.

In the event that a player arrives late for a match with a team that is not short in numbers, that player shall be allowed to sign on in mod football he/she cannot take the field after half time has elapsed. In international football the player may take the field at any time during the match.

REFEREE TERMINATING THE MATCH

The referee has the discretion to terminate a game whenever by reason of climatic condition, interference by spectator, request of the Ground Manager or other causes the referee deems it necessary. In all cases in which a game is terminated the referee shall submit a report in writing to the Executive Officer.

Where there is, doubt regarding the fitness of a ground where a competition match is to be played, the matter should be referred to the referee in consultation between the two captains, senior officials from each club and the Ground Head Sports Trainer, with the result resting with the referee.



SIN BIN

The referee may as deem necessary penalise players for infringements of the rules of the game of Rugby League by sending the offending player to the sin bin. Players sent to the sin bin will incur a penalty of ten (10) minutes during which it will be necessary for the team to play with a player short until the penalty period has expired. The timekeepers will be responsible for monitoring the time to ensure that the penalty is served correctly. A separate clock will be used for this purpose.

A player sent from the field must immediately report to the time keepers table. The period of penalty time will not commence until the player has arrived at the table. Players so penalised should make their way as quickly as possible to the table. They must sit in a position as directed by the timekeeper and should not return to the bench to sit with the reserve players. Remember, this player is still officially a player in the match and is still under the direct control of the referee.

In the final series, if after the clock has started for a sin bin, the referee calls time out, the sin bin clock must be stopped also.

The sin bin does not apply to mini or mod football. Should a player conduct merit a suspension from the field of play for a time, then the referee will advise the team captain of the problem and direct that the player be replaced for the remainder of the period of play during which the misconduct occurred. In the event of a serious offence the referee may direct that the player be replaced for the remainder of the match.

SAFE PLAY CODE

The Safe Play Code has been officially adopted by the C.R.L. and Group 6 Junior Rugby League and is now part of the Junior League Competition Rules, includes the 15/16 competition

TIME OFF IN MATCHES

The referee of course controls this. There is no time off except during the final series, (for injuries only). However, the game referee will signal time off for incidents within the match.



TRAINERS

- a. Only trainers who hold a Leaguesafe Certificate or Sports Trainers are allowed to attend to injured players on the field.
- b. All trainers must wear trainer's T-shirts before entering the field of play.
- c. All trainers will be required to produce proof of qualification.
- d. If a team does not have a trainer with the required qualification the commencement of the game can be delayed for 15 minutes pending the arrival of a qualified trainer.
- e. If such a person cannot be located within 15 minutes, then if, there is sufficient Level 1 Sports Trainer at the field, and then they are permitted to be the trainer for the team.
- f. Trainers are required to remain seated near the official table and must not walk up and down the sideline calling out instructions, or coaching players.
- g. Trainers are to enter the field of play only when a player is injured and down or during a stoppage of play. Scrums do not constitute a stop in play.
- h. Sponges, towels, cloths, etc. are banned on or around the field of play as per "Infectious Diseases Policy" from the C.R.L.
- i. The sole purpose for the trainer is the well being of the players and they should keep that in mind as any infringement of these rights may result in them being asked to be replaced.
- j. Trainers are there for the welfare of the players, so when required they should look after an opposing player if their trainer is already attending to another player.



PART FOUR – AFTER MATCH REQUIREMENTS

CHECK SCORE SHEETS

After the game, check the match sheets. Add up the tries, goals, and field goals (if any) and see if the total agrees with the total in the 'tally' column. If not, make an inquiry from the referee to ensure the correct score is recorded.

Get the various officials to sign the match sheet after the game. Sometimes the defeated team officials will be upset with the defeat and might not respond in a positive manner. Notwithstanding the match results, both teams' officials should sign, as well as the referee.

If there are any problems or disputes, the matter should be reported to your club Secretary.

FOOTBALLS

Ensure you have a procedure in place, which guarantees the footballs are returned to the table and secured.

PROTECT THE REFEREE AND TOUCH JUDGES

Sometimes people from one or both teams could become aggressive and approach and abuse (and even threaten) the referee and touch judges. Please try and settle any dispute by asking potential offenders to cool down and be reasonable.

You might have to call for assistance. Do so if necessary. It is important that the home club officials protect the referees and touch judges should there be a need.



PROTESTS

There is an official Junior League incident (Ground Manager Report Sheet) that must be used if someone wishes to lodge a protest.

Clubs are advised that should there be a dispute or challenge against any player at any game, the match should still take place. A protest or complaint should be lodged in accordance with the rules. No one has the authority to stop a game commencing because of a dispute about the age or qualification of a player.

- a. A club may lodge a protest against a breach of the Junior League rules and the complaint will subsequently be heard by the appropriate sub-committee, provided the rules and regulations have been observed and followed.
- b. All protests shall be in writing and addressed to the Executive Officer and be received within 72 hours of the match.
- c. If a club decides to protest whilst a match is in progress (or immediately before or after) a brief account of the protest should be written onto the back of the sign on sheet.
 - i. It is still necessary for the club Secretary to forward a letter of protest to the Executive Officer within 72 hours of the match.
 - ii. If the follow up letter from the club Secretary is not received within the stated time, no further action will be taken by the Junior League.
 - iii. Clubs are still able to lodge a protest irrespective of whether or not the sign on sheet is endorsed. (There will be circumstances when that endorsement might not be practical).
- d. Upon receipt of the protest the Executive Officer will send a special memorandum containing brief details of the protest/complaint to the club complained against. Non-receipt of that notice will not be a defence at any subsequent hearing.
- e. Should a club or official lodge a frivolous or groundless complaint or fail to proceed with a complaint in such a way it is considered by the Group Management to have caused considerable inconvenience or embarrassment, disciplinary action may follow.
- f. Players or club officials appearing at a protest hearing may be represented by a representative from their club. Players under the age of 16 years may have a parent or guardian attend the hearing with them.



SECURITY OF CLUB EQUIPMENT

Please take care of all equipment following the last game. Do not leave it sitting around for someone to steal. Have a procedure in place whereby the equipment is returned to store as soon as possible.

SIDELINE CLEANLINESS

Please ask the reserve players and both teams trainers to clean up any bloody clothes, rubbish or mess they are responsible for bandages, used sticking plaster, tape etc. Home clubs will have a designated bin for soiled material used to attend to injured players in which all contaminated material is to be placed. This bin should have a plastic liner so that the material may be disposed of in a safe manner.

FINAL SERIES PROTOCOLS

During the finals, Management would ask that all teams and coaching staff abide by the following protocols.

1. Teams are to follow the change room time schedule listed near the entry.
2. Once a team exits the changerooms they are not to return to them. Please take all bags etc. with you. Only the GLT Teams will be allowed five minutes on the schedule to go back in the changerooms after their game to change.
3. The team's coaching staff is responsible to make sure that the change rooms are left in a clean manner.
4. The team Manager is to make any changes to the sign on sheet prior to the team arriving to sign on (i.e. when the team is getting ready). Then update the team on LeagueNet.
5. Teams are to ensure that they have signed the match book before half time of the previous game.
6. All teams coaching staff are to accompany the team to sign on, to have credentials and ID's checked.



1.7 MATCH REVIEW

(a) Where, during a Match, any conduct of a Player which may constitute an offence is observed or otherwise comes to the attention of a Match Official who officiated in that Match, and where that conduct, in the opinion of that Match Official, warrants consideration by the Match Review Committee, then:

(1) In the case of a Match Official other than the Referee, that Match Official shall, immediately after the conclusion of the Match, complete a Match Official's Incident Report specifying all of the particulars required in that Report, and then provide that Report to the Referee; and

(2) In the case of the Referee, he shall complete a Match Official's Incident Report specifying all of the particulars required in that Report and then he shall forward that Report, together with any other Match Official's Incident Reports, to the Match Review Committee so that the Match Review Committee receives those Reports no later than 12.00pm on the first business day after the Match.

(b) Further to Rule 1.7(a), where, in the opinion of a Club which played in a Match, conduct of a Player during that Match warrants consideration by the Match Review Committee, the Club may forward a written request for review to the Match Review Committee specifying all relevant particulars of the subject conduct so as to enable the Match Review Committee to identify that conduct.

(c) Any such written request for review must be received by the Match Review Committee before 12.00pm on the first business day after the Match and must be signed by the president of the Club making the request.

(d) By 7.00pm on the first business day after every Match, the Match Review Committee shall meet to review the video footage of the Match as well as any other evidence and any Match Official's Incident Reports and / or requests for review made in accordance with Rule 1.7(b). Meetings of the match review can be conducted via teleconference or video conference and email.

(g) In the event that the Match Review Committee is so authorised he/she shall cause a Notice of Charge to be issued to the Player and copied to the Secretary by 12.00pm on the second business day after the Match.

(h) The Notice of Charge shall include notice from the Match Review Committee, including time venue and date of potential judiciary hearing, as authorised by the Match Review Committee as to the penalty which he/she will recommend that the Judiciary impose should the Player be found guilty of the Charge particularised in the Notice of Charge.

(i) A Player issued with a Notice of Charge must within 24 hours from the time the notice is sent provide to the Secretary a Notice of Plea or Response to Charge.



Short Description of Offences <i>(Link to laws of the Game Section 15 in italics)</i>	Country Rugby League Demerit Points <i>(All CRL competitions players turning 13 years and older)</i>			
	Low (Grade 1)	Moderate (Grade 2)	High (Grade 3)	Serious –
Tripping <i>15-1 (a)</i>	100	200	300	Refer to judiciary 300 plus
Kicking <i>15-1 (a)</i>	200	300	400	Refer to judiciary 600 plus
Striking <i>15-1 (a)</i>	200	300	400	Refer to judiciary 600 plus
High Tackle <i>15-1 (b)</i>	100	300	500 <i>Check with legal.</i>	Refer to judiciary 700 plus
Dropping Knees <i>15-1 (c)</i>	200	300	400	Refer to judiciary 600 plus
Dangerous Throw <i>15-1 (d)</i>	100	300	500	Refer to judiciary 700 plus
Breaking Laws <i>15-1 (e)</i>	100	200	300	Refer to judiciary 300 plus
Offensive Language <i>15-1 (f)</i>	100	200	300	Refer to judiciary 300 plus
Disputing Decisions <i>15-1 (g)</i>	100	200	300	Refer to judiciary 300 plus
Re-entering Play <i>15-1 (h)</i>	100	200	300	Refer to judiciary 300 plus
Contrary Conduct <i>15-1 (i)</i>	100	200	300	Refer to judiciary 300 plus
Obstruction <i>15-1 (j)</i>	100	200	300	Refer to judiciary 300 plus
Detrimental Conduct <i>15-1 (i)</i>	100	200	300	Refer to judiciary 300 plus
Shoulder Charge <i>15-1 (k)</i>	200	350	500	Refer to judiciary 700 plus
Dangerous Contact <i>15-1 (l), (m)</i>	100	300	500	Refer to judiciary 600 plus