

# **NEWCASTLE JUNIOR RUGBY LEAGUE**

## **COMPETITION RULES AND REGULATIONS**

(Amended February 2016)

'Administrator' shall mean the Person appointed to assume the role of administration for the Newcastle Schoolboys Junior Rugby League.

'Secretary' shall mean the Executive member/s elected as Secretary.

'League' shall mean Newcastle Junior Rugby League Association.

'Constitution' shall mean the Constitution of the Newcastle Junior Rugby League Association

'CRL' shall mean the Country Rugby League of NSW

'Executive' shall mean the Executive Committee of the Newcastle Junior Rugby League Association.

'NJRLA' shall mean the Newcastle Schoolboys Junior Rugby League Association

'NRL' shall mean the Newcastle Rugby League Limited

'Premiership Competition' shall mean the competition matches played prior to the commencement of the semi-finals series

### **1. General Committee**

- (a) The General Committee will consist of ONE nominated delegate from each club as well as the NJRLA Directors and the Administrator.
- (b) Each club shall nominate a delegate which are to be submitted to the Administrator prior to the first convened Meeting of the Season.
- (c) Attendance of the nominated delegate at convened General Committee Meetings is compulsory and unexplained absences maybe subject to a fine or other disciplinary action, at the discretion of the NJRLA Executive.
- (d) The Executive of the General Committee will be;
  - a. The Chairman
  - b. The NJRLA Directors
  - c. The Administrator
- (e) All members of the General Committee will have ONE vote with the Chairman having the casting vote.
- (f) The Administrator does not vote.

## **2. Competition / Dispensation Committee**

Shall be a Sub Committee established by the NJRLA Board of Directors and consists of a Director of the NJRLA and a Director of the NRL and HVCC delegate.

The Committee shall provide advice to the Administrator of the competition who will administer the affairs of the Competition with power conferred on it by the Constitution of the governing bodies National RL, Country RL and Newcastle RL and these Rules and Regulations passed by the league and NRL.

## **3. Roles of the Competition /Dispensation Committee**

Competition Issues

Match Reviews

Grading Issues

Clearance Issues

Dispensation Requests

## **4. NJRL Competition Administrator**

- (a) The position of Administrator of the NJRL competition shall be an appointment made by The League.
- (b) All matters pertaining to the NJRL competition shall in the first instance be directed to the Administrator.

## **5. Competitions**

- (a) The League Newcastle Rugby League shall provide a Football competition – through the Newcastle Junior Rugby League for players in such age groups as determined by the League Committee.
- (b) A club which enters a team or teams in a NJRL competition conducted by the League NRL in one season shall not be entitled as of right to enter a team or teams in that competition in the following season.
- (c) The Committee shall be entitled to recommend refusal of application of any club to enter a team or teams in any competition conducted by the League.
- (d) The Committee shall be entitled to recommend approval of any application of a club on specified terms and conditions and may by resolution recommend the cancellation of such approval if in the opinion of the Committee the club or any member thereof has not complied with any of such terms and conditions. The Committee shall at least seven (7) days before the meeting of the Committee at which a resolution pursuant to this Rule is proposed to be put, give notice in writing of such meeting and such intended resolution and he/she shall before the passing of such resolution have had the opportunity to give either orally or in writing an explanation or produce such evidence as may be relevant.
- (e) Each age group shall be divided into a series of competitions and shall be referred to as divisions.
- (f) The teams participating in each division shall be decided by the Competition Committee.
- (g) Each team shall participate in a premierships competition and a finals series of matches
- (h) In each premierships competition, a series of 'home and away' based matches shall be played.

- (i) In each match of premiership competition the following points shall be awarded;
    - i. Two (2) points shall be awarded for a win, a forfeit and a bye;
    - ii. One (1) point shall be awarded to each team for a draw;
    - iii. Zero (0) points shall be awarded for a loss.
  - (j) Generally, to constitute a valid premiership competition each team within such competition must play each other at least once.
  - (k) If a Team in the preceding season won the Minor and/or Major Premiership in the competition they automatically commence the next year in the next higher division.
  - (l) After the completion of at least two (2) rounds but no more than three (3) rounds of the premiership competition the Competition Committee may review each premiership competition and re-grade such competition as it sees fit.
  - (m) The Administrator shall give at least fourteen (14) days written notice of its intention to review and/or re-grade Premiership Competitions.
- (i) Clubs that wish to have a competition reviewed or a team re-graded must notify The Administrator in writing on or before 5pm on the Saturday prior to the Committees' review.
- (ii) Following the decision of The Competition Committee, Clubs will have 24 hours from the notification email to appeal any re-grading decision. This is to be in writing to The Administrator. The appeal is to be based on sound evidence that supports the case put forward. The Competition Committee will during that week finalise a decision, advice will be sent directly to the relevant clubs and it will be their responsibility to inform the individual Clubs. Communications will be via email from the Administrator. The decision of the Competition Committee is final.
- (n) In exceptional circumstances the Competition Committee may review Premiership Competitions and re-grade teams as it sees fit throughout the season.

## **6. Registration and Clearances**

- (a) All players shall be registered with the Newcastle Junior Rugby League Association and in accordance with the Country Rugby League's policies and procedures. This is prior to taking part in any game in any one season.
- (b) The time frames for completion of clearances are:
  - i. A timeframe of 28 working days is to be allowed for clearances to be fully completed in the period 1 November – 15 January (in following year : to allow for Xmas/New Year break)
  - ii. A period of 10 days from 15 January – 30 June each year
  - iii. Should a clearance impasse eventuate, and a resolution not appear possible within the stipulated time, a non-negotiable solution in intra-state disputes will be facilitated through a committee authorized by the Newcastle RL.
- (c) A player is permitted to sign only one (1) Country Rugby League registration form each season unless such player has transferred to another club.

- (d) Any player, transferring from one (1) club to another shall have a clearance from his previous club.
- (e) A player can represent more than one (1) club in any one season provided that the player receives a clearance from his previous club.
- (f) A club shall not be permitted to register any player/s after June 30 in any one season.
- (g) All Players / Officials shall be subject to a registration identification system, this identification shall be available at all games and supplied to the opposing team Official prior to commencement of play.
- (h) A Player / Official without Identification will not be able to participate in the conduct of the game in any way shape or form. Failure to comply may result in loss of any points gained in any competition game.
- (i) A player shall not transfer to a Club of another participating in this League unless approved by the Association .
- a. In the event that the player is denied a transfer by the Association and or club they are transferring from such player may apply in writing to the NRL to have such decision reviewed.
- (j) 1. The ASSOCIATION is to provide to the club the basis for the denial of the clearance – in writing.
- (k) 2. The ASSOCIATION is to provide possible options for playing at alternative clubs within that ASSOCIATION in writing. This will include nearby clubs and their divisions, , contact details etc.
- ii. Escalation process – Clearances.
- (l) 1. If the ASSOCIATION denies the clearance the player may appeal the decision to the Newcastle Rugby League
- (m) i.2. If this is unsuccessful – The player may appeal the decision to the Country Rugby League
- a. A player who did not register for a club in the previous season shall be exempt from preceding rule.
- (n) Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.
- (o) Any club found to be playing players below their age group will face disciplinary action as the Newcastle JRL deems fit.
- (p) Players found to be playing in a team that is below their own age group will face disciplinary action as deemed fit by the Newcastle RL.
- (q) All Junior Registrations for players under the age of 18 years must be signed by a Parent or legal guardian, Persons found to have fraudulently falsified documentation will be cited to appear before the Newcastle Rugby League Disciplinary Committee and be subject to fines, suspensions and other actions as deemed necessary.

## 7. Competitions

- a) The NJRLA shall conduct matches in age groups under 6 – 12 years
- b) Under 13 – 18 years shall play in the Hunter Valley Combined Competition under the HVCC Rules and Regulations and rules as set down in the NRL Rugby League Laws of the Game International Level.
- c) Under 6 to 8 years shall play Mini Footy as set down in the NJRLA Rules and Regulations and NRL Rugby League Laws of Mini Footy.
- d) Under 9 years shall play Mod League as set down in the NJRLA Rules and Regulations and NRL Rugby League Laws of Mod League. Game shall be played in a non – competition format. Team sheet shall be submitted to the League.
- e) Under 10 and 11 years shall play Mod League as set down in the NJRLA Rules and Regulations and NRL Rugby League Laws of Mod League.
- f) Under 12 years shall play Mod League with modifications as set down in the NJRLA Rules and Regulations and NRL Rugby League Laws of Mod League.
  - I. Under ,10 and 11 12 years will play in Divisional Competition Divisions will be formed by the Competition Committee
  - II. Players must have played three games in the team to be eligible to play in the final unless he/she is exempted by the Competition Committee
  - III. Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.
- g) Under 10,11&12 years shall play Premiership Competition In each match of premiership competition the following points shall be awarded;
  - i. Two (2) points shall be awarded for a win, a forfeit and a bye;
  - ii. One (1) point shall be awarded to each team for a draw;
  - iii. Zero (0) points shall be awarded for a loss
- h) In each premiership competition, a series of ‘home and away’ based matches shall be played.
- i) Under 12 years shall be divided into a series of competitions and shall be referred to as divisions.
- j) The teams participating in each division shall be decided by the Competition Committee.
- k) After the completion of at least two (2) rounds but no more than three (3) rounds of the competitions the Competition Committee may review and re-grade the competition as it sees fit.
- L) A club who wishes to have a team re-graded in the 10, 11, 12s premier competition must notify the Committee in writing on or before 5pm on the Monday following Rd3
- M) Each age group shall have a maximum specified number or reserve players. If a team has more than the maximum amount reserves, players will have to sit out each week on a rotation basis.
  - i. Under 6’s to 8’s – Maximum of 6 reserves per game
  - ii. Under 9’s to 12’s - Maximum of 4 reserves per game
  - ii. Under 13’s to 17’s - Maximum of 6 reserves per game

## 8. Player Qualifications & Movements

- (a) No more than 2 players from an age group (according to date of birth) at one club shall be allowed to transfer to an age group at another Club.  
Dispensation from this rule may be considered upon written application from the player's parent/guardian to The Association.

**In the event that the player is denied a transfer by the Association and or Club from which they are transferring, the Association is to provide in writing the following:**

**(i)The basis for the denial of the clearance to the Club and/or the player.**

**(i)Possible options for playing at alternative Clubs within that Association. This will include near-by Clubs and their divisions, number of players, contact details, etc.**

### **Appeal Process – Clearances**

- 1. If the Association denies the clearance, the player may appeal the decision to the NRL through the correct appeal process.**

- (i) A player, who has participated in three (3) or more matches in a higher age group or division who wishes to return to the lower age group or division, shall be required to apply in writing by 5pm on the first working day following the game being played for permission to return to such age group or division. From the Competition Committee
- (ii) Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.

(b)Players may play two (2) years above their own age group as per CRL Rules, a playing up consent form must be provided on request for each player that plays in a higher age group and must be signed by the Childs parent.

(C) No player may play up an age group within the Newcastle Junior Rugby League Competition and play in a division any lower than 2 divisions of their normal competition i.e: an under 11-1's player may play 12-2 or 12-3 but can NOT participate in 12-4's nor 12-5's and so on.

(r) Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.

- (d) A club that has two (2) or more teams competing in the same competition shall, notify prior to commencing in the said competition and not less than 48 hours prior in writing to the

administrator a list of core players for each team who shall remain with that team for the entire season

(e) Under 10s and 11s will have a core of 7 nominated players

Under 12s will have a core of 9 nominated players

- i. All players excluded from the nominated list/s shall be permitted to participate in any team throughout the premierships competition.
- ii. All players excluded from the nominated list/s shall be considered qualified for the purpose of finals series matches in the team in which he has played the "majority" of matches throughout the premierships competition.
- iii. Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.

## **9. Accreditation & Registration**

Coaches, Sports Trainers and Leaguesafe Officers must be in possession of a current appropriate NRL qualification. Accreditation numbers are to be lodged with their Club prior to the commencement of the competition as part of respective clubs Entry Criteria. Furthermore CRL NSW has adopted and supports the National Registration Policy which mandates that that all active Coaches and Sports Trainers must be registered. An Unaccredited and/or Unregistered Coach, Sports Trainer or Leaguesafe Officer shall not be permitted to serve in any such capacity coach in any CRL NSW affiliated competition. Any team that does not have a registered Coach, Sports Trainer(s), Leaguesafe, after this date will not be permitted to participate in any CRL NSW affiliated competition until such time as it complies with the Policy. All persons entering the field to administer first aid or to deliver messages will be required to adhere to the NRL On-Field Policy as adopted by CRL NSW.

A Club allowing a person without the appropriate qualification to serve as a Coach, treat an injured player, enter the field of play to deliver water or messages shall be fined a minimum \$500 for each unaccredited person.

NRL Accredited Player Agents are not permitted to serve as a Coach, Manager, Sports Trainer or Leaguesafe Officer with a team participating in Hunter Valley Combined Competition.

## **10. Uniform**

a. Players must appear on the field in proper Rugby League uniform (Jumper, shorts and socks) in the clubs registered colours, bearing the CRL Logo and play in the jersey as numbered on the team sheet. No number shall be duplicated and shall be attached to the jersey according to the current Rugby League Laws of the Game,.

**b.** Clubs are to procure jerseys from Official CRL suppliers – as per CRL supplier’s rules. Fines, suspensions and other penalties may be imposed for offences on clubs and ASSOCIATION found to have contravened this clause.

## **11. Match Officials Pre – game Procedure**

- (a) Referees are instructed that if an Accredited & Registered Sports Trainer is not present and a Ground Manager in place, to act in accordance with the NRL Policy and not proceed with the game/s until such situation is resolved.
- (b) As per CRL direction the following pre-game procedure must be followed to reinforce respect and good sportsmanship:
  - i. Referees are to enter the field of play ahead of the teams.
  - ii. The teams are to line up in the middle of the ground and shake hands.
  - iii. The coin toss will be completed, instruction given to the teams and questions answered at the half way line before the play proceeds.
- (c) In the event of the League being unable to appoint or provide an accredited touch judge for a match each team shall supply a touch judge.
  - i. The appointed person must be 14 years of age and be two (20 years older than the age group of the match being played).
  - ii. The appointed person shall not, and the referee shall not request the appointed person to, enter the field of play to report “foul” play.

## **12. Communication**

- (a) The Administrator will administer, publish and update competition details via the SportingPulse League Net database.
- (b) The Secretary will maintain the NJRL website – promoting junior rugby league in the area.
- (c) The Administrator will provide updated information on Facebook including a means of communicating wet weather, deferments, changes to games etc.
- (d) The Administrator will use email communication as its primary means of communication to each club’s primary contact. SMS text messages may also be used from time to time.

All communications from Clubs are to be sent through their relevant Secretary (unless otherwise instructed within this document). It is the responsibility of each club to communicate with the Administrator in writing, via email

## **13. Match Results**

- (a) Each Club is to ensure that match results are entered:



- i. Online in the League Net database no later than Sunday 5.00pm.
  - ii. For a midweek game – immediately following the completion of the game
  - iii. Should there be a problem with entering the results they shall be emailed or text messaged into the Administrator no later than 5pm Sunday (if midweek game – immediately following the completion of the game)
- (b) All match result sheets shall be received by the Administrator on or before the second (3rd) business day after the fixture.
- (c) A Club found to have breached Rule 13 (a) and/or (b) may be subject to a financial penalty as imposed by The League.

## **12 Deferred Matches**

- (a) A club that wishes to alter the date and/or time of a scheduled home fixture must give at least 21 days' notice in writing to the Administrator before the particular series.
- (b) All postponed, deferred or abandoned fixtures shall be replayed as soon as practical, at a time and at a venue as determined by the Administrator.

## **13 Wet Weather**

- (c) Should a fixture be deferred due to inclement weather, that fixture shall be rescheduled where possible by the Administrator.
- (d) The time and venue for rescheduling shall be played as soon as practical as determined by the Administrator.
- (e) In wet weather clubs to advise Administrator of their grounds condition by midday the day before. If further inspection is necessary this is to be done early on the day of play and Administrator advised by 7.00am.

## **14 Forfeits**

- (a) If a team forfeits a game to another team, the match shall count as a game played, and be declared in favor of the side receiving the forfeit. The 'for' points allocated to the side receiving the forfeit, will be the average points of the winning sides for the remainder of the round. The side forfeiting will receive these points against.
- (b) A team that forfeits 3 times within a competition series shall be removed from the competition.
- (c) A club who has a team who wishes to forfeit a match shall be required to notify the Administrator not less than 24 hours prior the scheduled time of the match.
- (d) A club who fails to give such notice will be required to pay the fees of the match official/s of that match along with a \$50 fee for revenue Loss

## **15 Match Times**

- (a) The match times for all premierships and finals series matches shall be;  
Under 10-11-12 years 2 x 20 Minute halves with a 5 Minute interval.

For the non-competition games

- I. Under 9 years Two 20 Minute halves with a 5 Minute interval.
- II. Under 6-7-8 years Three 10 minute periods with 3 minute interval.

- (b) There shall be no time off during matches with the exception of match delays due to ground control procedures.
- i. In the event that a travelling team does not take the field within 30 minutes of the scheduled starting time and without prior notification to the Administrator, the fixture shall be treated as a forfeit as per section 11 above.
  - ii. If a commenced match is delayed for more than 45 minutes the match shall be abandoned.
  - iii. If more than 10 minutes of the second half of such match has been completed before its abandonment the match shall be deemed completed.  
If less than 10 minutes of the second half has been completed the match shall be replayed.

## 16 Replacements

- (a) **Mini Footy** Each player is to play a **MINIMUM OF ONE FULL UNBROKEN PERIOD** of ten (10) minutes. This is a MINIMUM. A player, having played an unbroken period of play and been replaced, may be used at a later period as a replacement for a player who has also completed an UNBROKEN PERIOD OF PLAY, or, for a player who has been injured or suspended....see Law No. 25, p.14 in ARL Laws of Mini Footy.
- (b) **Mod League** Each player in the team is to play a **MINIMUM of ONE FULL UNBROKEN HALF of a match** (i.e. twenty (20) minutes). A player, having played an **unbroken half of a match** and been replaced, may be used in the **latter half** of a match to replace a player who has also completed an **unbroken half** or for a player who has been injured or suspended

Any team who fields an unregistered or unqualified player shall automatically lose any competition points gained in any match in which such player took part. The non-offending team shall have the points automatically awarded to them. The Newcastle JRL may at its complete discretion impose further penalty.

.ie: A player commencing the match must play in this case a full 20minutes 1 unbroken half being the full first half a player commencing the 2<sup>nd</sup> half of the match must play that full 20minutes except in the case of injury please see 16 (c). A player playing a full first half may replace another player who has also already completed the first half or for injury.

- (c) A player may be **temporarily** replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is

permanent. Any replacement player, coming on in the first half, shall play out the match (to comply with Law 7, shown in paragraph (b)).

**NOTE:** (1) Temporary replacement of three (3) minutes is to count as part of the injured player's playing time ... refer to Law 7. Should a "blood bin" situation arise, the three minutes time limit does not apply.

- (d) Any players not participating in a match must be outside the fenced area and not seated on the players bench.
- (e) Coach must be seated with the players on the bench at all times.

## 17 Mini Footy Gala Day

- I. Clubs that wish to conduct a mini footy gala day shall apply in writing to the Administrator one calendar month prior to the event. The application should include the number of playing areas to be used, number of Ground Managers, and First Aid officers to be in attendance.
- II. There shall be no scores and no finals conducted
- III. If trophies/certificates etc, are to be given to the players they must be the same for all participants

## 18 Temporary Suspension

The Sin Bin does not apply in the Mod League game. Should a player be guilty of such conduct that it "merits" a suspension from the field, then the referee is to advise the player's team captain of the problem and direct that the player be replaced. In this case the offending player would take no further part in the remainder of that half or the match (or any other match in any older age group on that day) depending on the referee's instruction re half or match. A player – replaced in the first half, who later resumes in the second half (e.g. Injury replacement) and is guilty of further misconduct must be dismissed without replacement (International Laws apply here.) Any further action would be taken at the discretion of the NJRLA.

## 19 Misconduct

### Player

- (a) Zero tolerance of fighting on the field. Any player who throws a punch (striking) during a match will be sent from the field at the referee's discretion under the TOUGH LOVE POLICY. If found guilty at Judiciary, the **minimum** penalty will be a one match suspension.
- (b) Any player found guilty of the above offence for the third time in a season will incur an automatic minimum 12 month suspension from the game.
- (c) A "time out" system is introduced whenever an "all in melee" occurs. The referee will signal a "time out" period and call for the ground manager to bring both coaches' onto the field. Teams are taken to opposite ends of the field and spoken to by their respective coaches'. Any send offs are executed. The ground manager and referees will decide when play will resume. During normal competition matches there is no time off.

- (d) A repeat “all in melee” will result in the match automatically being abandoned.
- (e) If a match is abandoned after a time out period, the respective coach’s from the offending teams will face a COC Panel hearing.
- (f) Penalties for abandoned games shall be at the discretion of the NJRLA.  
Any team that has had more than two abandoned matches in a season is automatically disqualified from that competition.
- (g) Any player who runs onto the field of play from the team “bench” area during a match will be automatically sent from the field and incur a minimum 6 week suspension if found guilty at Judiciary.

## **20. Match Official Abuse**

Any player or official found guilty of touching a referee or official in an aggressive or inappropriate manner will be disqualified from the game for a minimum 12 month period after being found guilty by a panel of the NJRLA.

Any player or official who verbally abuses or intimidates a referee or match official will be dismissed from the field and face Judiciary for further judgment.

## **21. Spectators**

Any spectator who enters the field of play will automatically be banned from attending any Junior League fixtures for a minimum period of twelve months and will be liable to pay a fine under the Code of Conduct.

## **22. Trainers, Coaches and Managers**

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

## **23 Finals Series Matches**

- (a) At the conclusion of the Premiership Competition, teams in each competition shall be ranked in order according to the number of competition points awarded to them and shall take part in a finals series of matches.
- (b) If at the conclusion of the Premiership Competition, two (2) or more teams are equal in competition points then for the purpose of determining the order of placement of the teams for the finals series, the teams will be ranked in order according to their points for and against, multiplied by 100, and the highest percentage shall prevail.

When five teams in each grade to take part in the finals series have been determined, the order of play shall be as follows:

Match A	Elimination Semi Final	Team 4 v Team 5
Match B	Qualifying Semi Final	Team 2 v Team 3
Match C	Minor Semi Final	Winner MATCH A v Loser MATCH B
Match D	Major Semi Final	Team 1 v Winner MATCH B

Match E Preliminary Final Winner MATCH C v Loser MATCH D  
Match F Grand Final Winners MATCH D v Winner MATCH E

(c) Times of play shall be the same times as for premiership competition matches.

(d) There shall be time off in all finals series matches.

(e) All results throughout the Finals Series shall be entered online by 8pm on the Sunday after the games are played.

(f) Venues for final series will be applied for in writing and decided by the Administrator.

## **24 Golden Point Extra Time**

(a) If scores are equal at the conclusion of normal time in any Finals series match, then in such matches, including the Grand Final, a period of extra time shall follow whereby the first scorer of a try (as Mod League has no field goal, penalty goal) they will immediately be declared the winner.

- i) The commencement of the period of extra time shall be determined by the toss of a coin.
- ii) If no point or points have been scored after a period of five (5) minutes, the referee shall cease play and the teams shall immediately change ends.
- iii) The team that did not kick off to commence the initial period of extra time will kick off to commence the second period.
- iv) Play shall then continue on an unlimited time basis until the points by way of try have been scored to determine the winner of the match.

## **25 Game Day / Ground Management**

### **(a) Ground Manager**

- i. The host Club must provide a Ground Manager for each field of play who shall, in conjunction with the Match Referee, be responsible for ground control.
- ii. The appointed Ground Manager shall wear a RED vest which shall have 'Ground Manager' printed on the back.
- iii. The Ground Manager may acquire the services of additional personnel to assist in controlling the ground.
- iv. The Ground Manager may request the Referee to stop the match whilst ground control procedures are enforced. Time out shall apply during this period.
- v. The Ground Manager shall report any incident or breach of the National COC, the Rugby League Laws of the Game, the HVCC Rules and Regulations or any other rules governing the game of Rugby League to the Administrator on an Incident Report Form prior to 5pm on the second (2<sup>nd</sup>) business day following the completion of the match. A Ground Managers Incident Report shall not require a fee. The complaint will then be reviewed and investigated by the Committee to determine if Disciplinary action is required.

### **(b) Host Club**

- i. The Host club shall provide an adequately fenced or roped playing area. All spectators are to remain outside the fenced area. Referees may stop the game until all spectators are behind the fence.
- ii. The Host club shall provide three (3) x CRL approved match balls for each fixture.

- iii. Each venue shall be prepared in accordance with the Rugby League Laws of the Game and CRL's Risk Management Policy.
- iv. Each Club shall clearly display the National CoC in a prominent position throughout their home venue.
- v. A CRL Training and Match Day Safety Checklist shall be completed prior to the first (1<sup>st</sup>) scheduled match of each day. Each checklist shall be kept and produced upon request by the League or CRL.
- vi. Each match sheet shall be completed in its entirety by the CMO and handed to the hosting club. The hosting Club must then enter scores are online and received by the League on the second (2<sup>nd</sup>) business day following the completion of the match.

(c) Team Managers

- i. Each participating team shall supply one (1) CMO who shall be positioned at the Official's table for the duration of the match.
- ii. It shall be the responsibility of the CMO to record match scores, keep time and complete match sheets.
- iii. Each match sheet shall be completed in its entirety and handed onto the hosting club for further action following the completion of the match.
- iv. Each player must sign the match sheet alongside the corresponding number of his playing jersey prior to the commencement of the game and/or taking the field of play.
- v. Each player at the time of signing the match sheet shall present his photographic identification card (PIC) for viewing by the opposing team manager.
- vi. Any player who fails to produce their PIC may at the request of the opposing team manager be declared ineligible to participate until such time as the PIC has been produced.
- vii. In the event of player being declared ineligible to participate a report must be made to the Ground Manager and/or Referee who shall report the event in their match report.

(d) Coaches

- i. Coaches are not permitted on the playing field unless requested by the Ground Manager and Referee to manage a team incident.
- ii. An appointed Coach may not be permitted to carry out dual roles throughout a game ie. Coach / Trainer in any one (1) game.

(e) Trainers

- iii. Trainers Refer to Item 26: On Field Personnel

### **3. Incident Reporting**

- (a) Should a serious incident occur it is the responsibility of the Home Club notify their Association at the earliest convenience (once the disturbance has been settled down and is safe to do so). It is the responsibility of the Association to notify the Administrator.
- (b) Should a match be called off or abandoned, it is the responsibility of the Home Club to notify their Association either via text, email or a phone call on the day of the match. It is the responsibility of the Association to notify the Administrator.

### **4. On Field Personnel (as adopted by CRL of NSW)**

## **LEAGUESAFE**

An online injury and illness awareness course and is NOT a trainer qualification/accreditation. It is the minimum requirement for all people who run messages and provide water to players on-field.

No more than two LEAGUESAFE personnel from any one team can enter the field of play, unless invited by the Referee to do so.

LEAGUESAFE qualification is valid across all age groups from 6's to senior grades.

## **SPORTS TRAINER LEVEL 1 & LEVEL 2**

For all Rugby League matches – from Under 6 to senior grades - there is a requirement that a match may only commence if there is a NRL Level 1 or Level 2 Sports Trainer in attendance.

An accredited NRL Sports Trainer (Level 1 or Level 2) is required for each match at Under 6 to Under 12 age groups, whilst a minimum Level 1 Sports Trainer must be assigned to each junior International and senior team. It is preferred that at least two (2) be available plus at least one (1) Leaguesafe Trainer per team.

## **GENERAL NOTES**

- If an Accredited NRL Level 1 or Level 2 Sports Trainer is not in attendance, the game(s) shall not commence under any circumstances until such (qualified) person is available
- All official personnel over the age of (14) years who enter the field of play, must possess a minimum of an NRL League safe Certificate of Completion or an Accredited Sports Trainer Statement of Attainment and an NRL ID Number.
- No person other than a NRL Accredited Level 1 Sports Trainer or Level 2 Sports Trainer, or those with pre-determined NRL acceptance, shall administer first aid or offer advice to an injured / ill player. Personnel with other qualifications must be ratified by the Sport Trainer Education Coordinator and equate with the NRL Sports Trainer Scheme, to receive a Statement of Attainment and an NRL ID Number;
- All injuries / illnesses assessed by the qualified Sports Trainer must be recorded in the NRL Injury Report Booklet;
  
- Each player shall complete the NRL Medical Advice Card before his / her first training or playing commitment. This will be the responsibility of the designated Accredited NRL Sports Trainer to ensure all cards are completed and kept up to date. As part of the Club's duty of care, this process should be fully supported by Club Officials. All Privacy Laws must be adhered to;
- The Accredited NRL Sports Trainer shall, at all times (whilst a game is in progress) be in a position to respond quickly should an injury / illness occur;
- The Accredited NRL Sports Trainer shall have the final say on whether a player should continue in the game and, subsequently, when to resume playing in the game. If a doctor is on duty at the venue, he / she shall make this decision. Serious injuries requiring a Medical Clearance prior to the resumption of training / playing must be presented to the Club's Accredited NRL Sports Trainer;

- As a guide; each team may engage and use a maximum of three (3) trainers in the playing area during a game; a maximum of two (2) on the field of play during general play at any one time (unless otherwise sanctioned by the Referee).
- Anyone entering the field of play must wear appropriate, enclosed footwear at all times. Jeans, casual long pants and the like are not permitted nor are any type of long or short pants that require a belt or have metal buckles, studs etc
- NRL Accredited Sports Trainers are the only On-Field personnel who are to assist and manage an injured or ill player and are identified with the following coloured shirts on match day:

#### **LEAGUESAFE - YELLOW SHIRT / VEST (Minimum qualification to enter the field of play)**

NOTE: The words LEAGUESAFE must be printed on the back of the shirt / vest.

Access to the field is limited to: i) When his/her team is in possession to conduct interchange and to administer water only;

ii) When a try has been scored;

iii) During a “time out” called by the Referee for an injury;

iv) During technical stoppages in play (EXCEPT SCRUMS). On-field personnel are not allowed on the field of play after the Referee has ordered a scrum until the ball has emerged and a team is in possession;

vi) Must enter and leave the field of play from an on-side position.

#### **Duties:**

- To administer water » To assist in the interchange process » To convey messages

#### **NRL LEVEL 1 SPORTS TRAINER – BLUE VEST OR SHIRT**

NOTE: Level 1 Trainer to be printed on back of shirt or vest.

Access to the field is unlimited to attend an injured / ill player and to administer water (relevant to all age groups).

#### **Duties:**

- Assist, by observing and monitoring players during play, as well as those who have been removed from the field of play through injury / illness;
- Assist an injured / ill player on and off the field of play at training and / or a game.

#### **LEVEL 2 SPORTS TRAINER (“Head Trainer”) – ORANGE SHIRT / VEST**

NOTE: Level 2 Trainer or HEAD TRAINER to be printed on back of shirt or vest.



Access to the field is unlimited to attend an injured / ill player and to administer water (relevant to all age groups).

### **Duties:**

The Head Trainer will be the most senior person within the NRL Sports Trainer team and will supervise all on-field personnel, including League safe.

- The Accredited NRL Head Trainer will make the final decision on a player's welfare in the absence of a medical professional;
- Coaches / Administrators / Players must comply with the decision of the NRL Head Trainer at all times;
- All directions given to on-field personnel by the Head Trainer must be adhered to at all times.
- The Level 2 Sports Trainer / Head Trainer is the only person of the on-field personnel who may approach a Referee or Touch Judge in relation to player welfare-related concerns; they cannot instruct an official on how to referee a game but only express concerns directly related to player welfare. This is to be done in a respectful manner and only occur during technical stoppages of play. (For example, when a try has been scored or at half-time.) In the absence of a Level 2 Sports Trainer in attendance, the most experienced Level 1 Sports Trainer in attendance may approach a Match Official on a matter of player welfare, however, the same restrictions apply.
- All Rugby League trainers acting in an official capacity are bound by the NRL's On-field Policy and Code of Conduct.



**LEAGUESAFE**



**SPORTS TRAINER 1**



**SPORTS TRAINER 2**

## **5. Complaints and Citations**

- (a) Where The Administrator receives a complaint from a Club, through their Association, concerning the conduct of a player in the course of or immediately subsequent to a match in which the player registered with The League takes part, and such conduct has not been the subject of a report to the Administrator by the referee in charge of the match, the Match Review Committee may call on the player concerned to appear before the HVCC Disciplinary Committee to answer a charge that the conduct complained of constitutes conduct contrary to the policy or prejudicial to the interest, welfare or image of The League or the game.
  - i. A complaint under this rule must be left at the registered office of the HVCC not later than 5.00p.m on the first business day following the date of the match in which or after which the conduct complained of its alleged to have occurred.

- ii. The Match Review Committee may at any time call on a player registered with the League to appear before the Disciplinary Panel to answer a charge, that his conduct, particulars of which shall be specified in such charge, by that player in the course of or immediately subsequent to a match which the player took part constitutes conduct contrary to the policy or prejudicial to the interest, welfare or image of The League or the game.
  - iii. Any person/s not appearing before the Disciplinary Panel at the time and venue as requested, may be stood down until they appear at a later date.
- (b) Complaints by Clubs, Players, Officials against:
- i. A player during a match or immediately subsequent to a match in which he participated;
    - 1. Must be received by The Administrator, through their Association, not later than 5.00pm on the first business day after the match.
    - 2. The Match Review Committee shall consider the complaint and may require the player to appear before the Disciplinary Panel to answer a charge.
    - 3. In such a complaint, it shall be the responsibility of the complainant to present all evidence.
    - 4. Should the complaint arise from alleged illegal play on the field, then irrespective of whether or not the Referee took action on the field at the time, the Match Review Committee may require a player to appear before The Disiplinary panel to answer a charge the Match Review Committee has laid.
  - ii. Any member of The League, Club or any individual member thereof (including Life Members):
    - 1. Must be received by The Administrator, through their Association, not later than 5.00pm on the second business day after the match.
    - 2. In such a complaint, it shall be the responsibility of the complainant to present all evidence.
    - 3. A Match Review Committee will consider the complaint and may require The League, Club or Member to appear before the League to answer a charge that the Match Review Committee has laid.
- (c) A player who has been reported to The Administrator by a Referee or Touch Judge pursuant to these Rules shall be suspended until the dismissal / match report has been determined by the League.
- (d) The decision of the Judiciary and/or Disciplinary Panel in respect of matters referred to it under these Rules shall be final subject only to the right of an appeal to the Regional Appeals Committee.

## **6. LEAVE TO APPEAL**

A Player/Member or Club aggrieved by a decision of the Judiciary may appeal therefrom, by 5.00pm on the second day after the hearing before the Judiciary, to the Regional Appeals Committee on one or more of the following grounds:

- (1) With respect to the issue of guilt:

(a) That there was an error of law; or

(b) That the decision was unreasonable or insupportable having regard to the evidence presented to

the Judiciary in the hearing;

or

(2) With respect to the issue of penalty: that the penalty imposed by the Judiciary was manifestly excessive.

(b) A Player who wishes to appeal from a decision of the Judiciary must first obtain leave to do so from the Appeals Review Panel.

(c) The President shall not grant leave for the Player to appeal unless he forms the view in his absolute discretion that the Player has good prospects of success on the hearing of that appeal.

(d) The Judiciary Counsel has a right to be heard by the Appeals Review Panel on any application for leave to appeal made by a Player pursuant to Rule 1.18 before the President grants a Player leave to appeal.

(e) Unless otherwise ordered by the Appeals Review Panel, neither an application for leave to appeal nor an appeal by a Player to the Appeals Committee shall operate as a stay of the decision of the Judiciary which is the subject of the appeal or the application for leave to appeal.

(3) A Player/Member or Club who wishes to Appeal on the basis set out in item 28 (1) and (2) may do so on the following basis:

- i. They have the permission of the Club to appeal;
- ii. All Appeals against the decision of the Judiciary or Disciplinary Panel shall be forwarded **to the League via the Country Rugby League Regional Manager and the correct appeal process.**

## **7. Appeals to the Country Rugby League**

(a) Should either party be aggrieved by the decision of the Regional Appeals Committee, it has the right to appeal to the Appeals Committee of the CRL.

- i. By a player against a suspension or fine must be lodged with the HVCC Manager within 48 hours of the decision appealed against.
- ii. Against any other decision of the League must be lodged with the HVCC Manager within 48 hours of the decision appealed.

(b) A witness, being a member of the League, Affiliated League or Association who was present at the original hearing and who absents themselves from the Appeal to the Country Rugby League, shall present evidence to the League to show cause as to why an

automatic fine of \$200 should not be imposed as a result of his/her non-attendance at the Appeal to the Country Rugby League.

### **8. Judiciary Hearing Procedure**

Refer to CRL Judiciary Code of Procedure, CRL Rules Schedule 3.

Early Guilty Plea: As per Newcastle Rugby League Rules and Regulations Items 49, 50 and 51 and Appendix B.

### **9. Social Media**

- (a) Hunter Valley Combined Competition affiliated clubs, players, administration, match officials, coaches, support staff, agencies and/or any person who declares an association or reference to Hunter Valley Combined Competition affiliated clubs players, administration, match officials, coaches, support staff or agencies are bound by the HVCC Communication & Social Media Policy
- (b) Posts made on the Hunter Valley Combined Competition and/ or Country Rugby League Facebook page is to be restricted to Rugby League matters only.
- (c) Posts made on the Hunter Valley Combined Competition and/ or Country Rugby League Facebook page must not be misleading, false or injure the reputation of another person.
- (d) Posts made on the Hunter Valley Combined Competition and/ or Country Rugby League Facebook page must not offend, intimidate, humiliate or bully another person.
- (e) Posts made on the Hunter Valley Combined Competition and/ or Country Rugby League Facebook page should show respect and maintain privacy of individuals.
- (f) Posts made on the Hunter Valley Combined Competition and/ or Country Rugby League Facebook page must not bring the game into disrepute.
- (g) Persons who are found to have breached Rule 30 (a), (b), (c), (d), (e) and/or (f) may face Disciplinary action by the Committee whereby fines/suspensions/disqualifications may result against such person/s or Club/s
- (h) Under certain circumstances cyber bullying (eg bullying that is carried out through an internet service such as email, a chat room, discussion group, instant messaging or website is a criminal offence that can be reported to the police. In addition, individuals who publish false or misleading comments about another person in the public domain (eg Facebook, YouTube, Twitter) may be liable for defamation.
  - a.

### **NRL CONSTITUTION**

The Constitution of the Newcastle Rugby League shall apply to any subject matter not catered for in these Competition Rules.