



PANTHERS JUNIORS

RULE BOOK

2021



Panthers Juniors

INTRODUCTION

I am pleased to introduce the Panthers Juniors Rugby League policies and procedures manual for the 2021 season. The Manual has been developed through consultation between the NSWRL, the Penrith Referees Association, the District Club and Junior Clubs that are affiliated with the Penrith and Districts Junior Rugby League Association.

The manual is not intended for over-regulation of our game, instead we envisage that its implementation will bring consistency with regard to how the game is administered and played.

Our hope is that with consistency around rules and regulations, there will be a more even playing field from one competition to the next, and this consistency will bring stability to our game.

The Manual will be a 'living' document. It will see additions and changes as the seasons pass, when new policies and procedures are introduced or existing ones are amended.

I would like to take this opportunity to thank all that had a hand in the production of the Panthers Juniors Rugby League Policies & Procedures Manual, and I look forward to seeing its continued development.

Regards,

Nathan Mairleitner

General Manager – Junior League

Panthers Juniors

CHANGES & ADDITIONS

This manual is a living document and the policies and procedures contained within may change from time to time.

Each year the Manual, and any changes required to Policies, Procedures and Appendix that were identified within the previous year, will be reviewed and approved by the Penrith and Districts Junior Rugby League Board. This review will be undertaken in September of each year. The approved Manual will then be distributed to the District by way of upload to the Panthers Juniors website and via email.

The Penrith and Districts Junior Rugby League Association reserves the right to make changes and / or amendments to any Policy, Procedure or Appendix, or add new policies to the Penrith and Districts Junior Rugby League Association POLICIES & PROCEDURES MANUAL at any time as they see fit. Any changes will be notified to Club Executives in a timely manner for distribution to members.

APPLICATION OF POLICIES & PROCEDURES & SITUATIONS NOT COVERED IN THIS MANUAL

For the avoidance of any doubt, it is intended that this Policies & Procedures Manual shall apply to all rugby league matches played under the auspices of the NSWRL, the District Clubs and the NSWRL Regional Members for the 2021 Rugby League season and beyond. Each club that participates in these matches, and its registered players and officials, shall comply fully with the provisions of this Policies & Procedures Manual.

If there is a situation not covered within this Policies & Procedures Manual, please refer to other current documents including:

- » International (13s+) Laws
- » Junior League Laws (6-12s)
- » www.playrugbyleague.com

Should the situation still remain 'not covered' then the situation should be referred to the Panthers Juniors General Manager for determination.



Panthers Juniors

DEFINITIONS

The following terms have the corresponding meanings when used in this Policies & Procedures Manual:

DISTRICT CLUB or DISTRICT

means a 'Club Member' of NSWRL

NSWRL

New South Wales Rugby League

NSWRL Regional Member or Region

means a 'NSWRL Regional Member' of NSWRL

NRL

National Rugby League

ARLC

Australian Rugby League Commission

NSW CRLA

New South Wales Community Rugby Leagues Association

LEAGUE ADMINISTRATOR

The person responsible for the administration of a District or League

LEVEL 1 NSWRL COMPETITION

NRL Telstra Premiership

LEVEL 2 NSWRL COMPETITION

Canterbury Cup NSW and ISC QLD

LEVEL 3 NSWRL COMPETITION

Ron Massey Cup

LEVEL 4 NSWRL COMPETITION

Jersey Flegg / Sydney Shield

LEVEL 5 NSWRL COMPETITION

District Club / Junior League



FREEDOM TAXATION
NSW QLD VIC



Panthers Juniors

OPERATIONS

Hours

8:30am – 4:30pm

Address

123 Mulgoa Rd Penrith

Contact

02 4720 9100

Email

info@panthersjuniors.com.au

Panthers Juniors

STAFF

Nathan Mairleitner
General Manager



Kylie Fitzpatrick
Admin Executive



Kelly Lewandowski
Admin Assistant



Panthers Juniors

BOARD OF MANAGEMENT

Kerri McDiarmid
Chairperson



Scott Sandford
Deputy Chairperson



Nathan Mairleitner
General Manager



Vickie Campbell
Director



Veronica Burgess
Director



Brian Soulsby
Director



Steve Miller
Director



Ian Robinson
Independent Director



Panthers Juniors

REFEREES ASSOCIATION EXECUTIVE

Gary Haines
Chairperson



James Davidson
Deputy Chairperson



Eliescha Bazley
Executive officer



Panthers Juniors

CLUB EXECUTIVES



Craig Tasoulis
Secretary
0425 284 265



John Fowler
Secretary
0438 623 808



Leanne Barnes
Secretary
0424 437 927



Caine Carroll
Secretary
0437 280 904



Rob McKinlay
Secretary
0416 759 897



Jo McDonald
Secretary
0422 171 293



Danielle Kopp
Secretary
0417 212 528



Kathy Milson
Secretary
0412 414 142



Tara Howell
Secretary
0400 822 604



Coralee Brunsdn
Secretary
0431 242 308



Brooke Keogh
Secretary
0403 385 277



Anne Grisedale
Secretary
0420 680 054



Emma Naisali
Secretary
0411 157 936



Anthony Magann
Secretary
0432 387 361



Mitch Sanderson
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0448 502 155



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Secretary
0439 836 637



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Secretary
0401 387 996



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Secretary
0425 226 683



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Secretary
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Sue Campion
Secretary
0414 602 000



Shane Macbeth
Secretary
0476 006 037



Moses Finau
Secretary
0400 159 057



Katina Geale
Administrator
0421 993 684



JUNIORS



Panthers Juniors

CODE OF CONDUCT

All players, coaches, trainers, managers, match officials, parents and spectators are always required to observe and respect the NRL Code of Conduct and behave in a decent and professional manner and not engage in any conduct that is considered detrimental to the welfare, image or best interests of the game of Rugby League or the policies of the Junior League Association.

All Penrith and Districts Junior Rugby League Club trial, competition matches, and Rugby League activities sanctioned and/or run under the NSW Junior League Association (NSW JLA) are subject to the conditions as laid out in the official NSWRL Policy and Procedures Manual located at:

NSWRL 2020 CODE OF CONDUCT LINK

<https://www.cognitoforms.com/NewSouthWalesRugbyLeague/codeofconductincidentreportform>

At the completion of the Match

A Ground Official, Club Official or Junior League Officer are to complete the online code of conduct form

4:00pm Tuesday

Code of Conduct deadline is 4pm Tuesday following a match. Incident review coordinators will review reports and conduct further investigation if necessary and allocate charges and gradings to offences

5:00pm Wednesday

Notice of charge will be issued to the club secretary before 5pm Wednesday following a match. Note, for matters that require further investigation times may vary

1:00pm Friday

Clubs must respond to issued notice of charge. If a plea is not received a guilty plea will be enforced and the early guilty plea will be forfeited.

6:30pm Wednesday

If the club are contesting the charge a hearing will be scheduled from 6:30pm at the NSWRL Centre of Excellence 12 Dawn Frazer Avenue, Sydney Olympic Park.

4:00pm Friday

Notice of outcome will be issued to the club secretary

Panthers Juniors

JUDICIARY

NSWRL 2020 MATCH OFFICIALS LINK

<https://www.nswrl.com.au/about/match-officials-report/>

At the completion of the Match

Match official to fill in and submit "Online Match Officials Report" via the following link before 9am Monday.

11:00am Monday

Match Review Committee reviews report to determine charge and grading based on the evidence.

12:00pm Tuesday

Confirmed charges and grading returned to NSWRL by Match Review Committee. NSWRL Judiciary administrator issues the official 'Notice of Charge' to the player's Club Secretary.

9:00am Wednesday

'Notice of Plea' returned by club to the Judiciary Administrator.

10:00am Wednesday

The Referees Association and tribunal members are notified as to whether Match Officials are required to attend a hearing (no notification indicates that officials are not required).

6:30pm Thursday

Tribunal convenes to adjudicate on cases brought before it at the NSWRL Centre of Excellence 12 Dawn Frazer Avenue, Sydney Olympic Park.

5:00pm Friday

The Judiciary administrator issues the club with a "Notice of Outcome" All verdicts (including not guilty) are recorded onto MySideline. Junior League administrator will be copied in on email to clubs for their records.

Panthers Juniors

SITUATIONS NOT COVERED IN THIS MANUAL

If there is a situation not covered within these Policies and Procedures, please refer to:

NSWRL 2020 RULE BOOK

<https://www.nswrl.com.au/about/documents/>

Should the situation still remain 'not covered' then the situation should be referred to your Junior League Administrator for determination. If the Junior League Administrator is unable to resolve the situation, please refer to the NSWRL Junior League Association for determination.



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SECTION 1

1.1 NSWRL & PDJRL COMMUNICATION PROTOCOL

At all times, Clubs should follow the protocol between below when initiating contact with the NSWRL. All contact between a Club and the NSWRL should be made through the Secretary of the Club involved.

1. Initial contact should be made by email to communityrl@nswrl.com.au or
2. The appropriate NSWRL staff member will respond to the email in a timely manner

IN CASE OF AN EMERGENCY ISSUE

3. Please contact the NSWRL Community Football Manager Stuart Stanton sstanton@nswrl.com.au
4. And / or the NSWRL Head of Public Affairs Tracie Edmondson tedmondson@nswrl.com.au

IN THE CASE OF A COMPLAINT BY AN INDIVIDUAL AGAINST A CLUB / DISTRICT OR REGION

5. In the first instance please contact your Community Rugby League District or Region
6. If you cannot resolve the issue at a District or Regional level, please contact NSWRL with evidence of your attempts to resolve through your District or Region

ALL CONTACT BETWEEN A CLUB AND THE PDJRL SHOULD BE MADE THROUGH THE SECRETARY OF THE CLUB INVOLVED.

7. Initial contact should be made by email to the appropriate PDJRL staff member where they will respond to the email in a timely manner

IN CASE OF AN EMERGENCY ISSUE

8. Contact the PDJRL General Manager Nathan Mairleitner nathan.mairleitner@pantherjuniors.com.au

IN THE CASE OF A COMPLAINT BY AN INDIVIDUAL AGAINST A CLUB / DISTRICT OR REGION

9. In the first instance please contact your Community Rugby League District or Region, contact should be made by email to info@panthersjuniors.com.au

IT SHOULD BE NOTED THAT IF THE CORRECT COMMUNICATION PROTOCOL, AS ABOVE, IS NOT FOLLOWED, CLUBS AND INDIVIDUALS WILL BE ASKED TO FOLLOW THE PROTOCOL AS DESCRIBED.

1.2 ALCOHOL AND SPORTS BETTING BRANDING

1. Alcohol and / or sports betting branding is not permitted to be displayed on any playing or training uniform for teams / players under the age of 18.
2. Alcohol branding is defined as direct product marketing (using specific names of products i.e. Victoria Bitter or Jim Beam).
3. If Clubs are unsure if a sponsor is appropriate, please contact your League Administrator

1.3 ALCOHOL SALES AND SUPPLY

1. It is preferred that clubs do not sell alcohol at their playing fields when Junior League games are in progress.
2. The right of clubs who, because of a Liquor License, are able to lawfully sell or supply alcohol at their playing fields to other club venues is acknowledged.
3. The sale and supply of alcohol at Junior League grounds when games involving Under 5 to Under 18 age groups is not allowed under any circumstances and any club found to breach this policy may face strong disciplinary action.
4. The sale and supply of alcohol at Junior League grounds when games involving the U20 or Open age groups (i.e. A Grade) is not allowed prior to 12.00 noon on the day of the match. Any club found to breach this policy may face strong disciplinary action
5. Should any incident occur at a Junior League ground where alcohol is sold or supplied, and it is established that the sale or supply of alcohol by the Junior League club is a contributing factor; the club concerned may face strong disciplinary action.
6. At Junior League grounds where alcohol is sold and / or supplied in accordance with a Liquor License, the associated club is responsible to ensure the proper supervision of the situation. They are also required to display any signage as required by their Licensing Agreement.
7. Clubs need to follow and adhere to the Responsible Service of Alcohol guidelines. Clubs that sell alcohol are encouraged to participate in the Good Sports Program.

1.4 LICENSING PROGRAM

1. In order to participate in all NSWRL Community Rugby League Competitions, team on-field playing gear (jersey and shorts) must include the NSWRL logo.
2. The NSWRL logo is a licensed product and only approved suppliers are allowed to manufacture on-field playing gear including this logo.
3. Accordingly, all teams entering NSWRL competitions must source their on-field playing gear from a NSWRL approved supplier.

A FULL LIST OF THE OFFICIAL SUPPLIERS CAN BE FOUND ON THE NSWRL WEBSITE – www.nswrl.com.au.

4. Off field kit and leisure wear does not have to include the NSWRL logo and can be sourced from any supplier.
5. Community Rugby League Clubs are required to submit artwork for on-field playing gear to their Community Rugby League Administrator for approval before orders are confirmed. The artwork must comply with the NSWRL Licensing Program guidelines for logo placement.
6. Clubs are also advised to save copies of their invoices for on-field playing gear from their chosen Licensed Supplier. This will ensure that rebates available under the NSWRL Licensing Program are recouped from suppliers and refunded accordingly.
7. Clubs that choose not to adhere to this policy may be fined, have competition points deducted, or be suspended from finals matches at the sole discretion of the NSWRL in its capacity as the governing body of Rugby League in New South Wales.

1.5 PLAYING FIELD LIGHT REQUIREMENTS

1. NSWRL, in accordance with the Australian Standards for sports lighting requires a minimum of 100 lux (luminance) for any competition match to take place.
2. NSWRL, in accordance with the Australian Standards for sports lighting requires a minimum of 50 lux (luminance) for any type of training activity to take place.

1.6 CLUB CONSTITUTION AND FINANCIAL MANAGEMENT

1. All Rugby League clubs must be Incorporated and have a current Constitution.
2. Clubs may only alter their Constitution either at an Annual General Meeting or an Extraordinary Meeting and in accordance with the rules of the Constitution and all applicable laws.
3. Each club shall forward a copy of its Constitution to their League and advise when alterations are made.
4. A copy of the clubs Constitution must be available at all meetings of the club
5. Clubs may attach a set of By-Laws to the Constitution. Such By-Laws may be altered, deleted or established at any General Committee Meeting of the club.
6. Clubs must observe and support the rules of the Constitution at all times.
7. If a rule/policy cannot be found in a club Constitution, the Leagues Constitution should be adhered to.

CLUBS GENERAL MEETING

8. All clubs must hold a general committee meeting within a calendar month. If a club is unable to conduct a monthly meeting, the GM is to be notified in writing.
9. Minutes of each monthly meeting must be forwarded to PDJRL before the 28th of the following month.

CLUBS ANNUAL GENERAL MEETING

10. Club Annual General Meetings should be held each year prior to November 30th.
11. Clubs shall advise the date of the AGM to the PDJRL office at least 14 days prior to the AGM date.
12. A club AGM should not be held unless the Annual Audit (if required by NSW Fair Trading) is available.

FINANCIAL MANAGEMENT AND REQUIREMENTS

13. A copy of the balance sheet, auditor's report, following season budget and the T12 fair trading lodgment form along with the income and expenditure accounts of each club should be forwarded to the GM **before December 20th** of each calendar year.
14. It's the responsibility of the President and Executive of each club to overview the financial management of the club and any breaches of the financial management rules or any movement of club funds, other than prescribed by the committee must be reported to the PDJRL.
15. The PDJRL Board does not support 2 members of the same family signing club cheques and it is recommended that clubs arrange cheques signing authority to avoid this from happening.
16. A club AGM should not be held unless the Annual Audit (if required by NSW Fair Trading) is available. All clubs are asked to close off their financial books on 31st October each year.
17. The Treasurer should make regular deposits to the bank and should not retain possession of monies collected on behalf of the club unless there are extenuating reasons approved by the President.
18. The PDJRL does not support the lending of club funds to club members and it shall be a breach of rules for any person to retain, use, or be loaned funds for temporary or personal reasons.
19. **CLUBS ARE REQUIRED TO FORWARD THE FOLLOWING DOCUMENTS TO THE GM BEFORE THE 28TH OF THE FOLLOWING MONTH:** A correctly completed monthly statement, the latest club bank statement. Any other documentation requested
20. **CLUBS SHALL CAUSE CORRECT ACCOUNTS AND BOOKS TO BE KEPT, SHOWING THE FINANCIAL AFFAIRS OF THE CLUB, SHOWING:** All sums of money received and expended by the club, All sales and purchases of goods by the club and the assets, credits and liabilities of the club.

1.7 JL CLUB ADJUDICATIONS AND RESPONSIBILITIES

1. A PDJRL club may with reasonable cause disqualify, fine or take other action against any player, official or other person who is convicted of a breach of the club or NSWRL Codes of Conduct.
2. The club shall invite the person concerned and conduct a proper hearing into the incident.
3. The minutes of the hearing shall be forwarded to the GM within seven (7) days of the hearing and provided the clubs actions have been endorsed by the GM, the adjudication of any person so dealt with, will apply throughout all clubs in the PDJRL.
4. Should any member of a PDJRL club holding an official position have allegations or a complaint made against them regarding criminal or indictable offence or activity (stealing, assault etc) the GM shall be advised as a matter of urgency for investigation.

1.8 PROTESTS AND APPEALS

PROTESTS

1. Provided all rules and regulations have been observed and followed, a club may lodge a protest against a breach of the Junior League rules in relation to the outcome of a match.
2. All protests are to be lodged online to the League by 5.00pm on the Tuesday following the match.
3. Upon receipt of the protest and the prescribed fee, the League Administrator will advise brief details of the protest / complaint to the club complained against and arrange for the matter to be investigated and adjudicated upon. Non-receipt of that notice will not be a defense at any subsequent hearing.

THE LEAGUE ADMINISTRATOR HAS THE AUTHORITY TO DEEM A PROTEST FRIVOLOUS AND DISMISS THE COMPLAINT.

4. Should a club or an Official lodge a frivolous or groundless complaint or fail to proceed with a complaint in such a way it is considered an inconvenience or an embarrassment, disciplinary action against the club or official lodging the protest may follow.
5. The League Administrator is empowered to adjudicate on any protest, complaint or issue felt is appropriate. Protests at Semi-Finals, Finals etc.
6. The League Administrator is authorised to investigate all protests, complaints and other concerns and make adjudication. This may be done by involving a match review committee should that be required.
7. Should the GM become aware of a protest and satisfied that a team has more than the authorised number of players on the field, scored off a second tap restart before the tap restart had rotated between every player signed on in that match, kicked a second conversion before the goal kicks had been rotated between every player signed on in that match or the pink and yellow vests had not been rotated each half in any match, any points scored while the evidence of proof is on a balance of probability and not beyond reasonable doubt that a breach of the rules has occurred, shall be deducted from the scoresheet and a new result confirmed.

POWERS OF THE APPEAL COMMITTEE

8. The Appeals Committee may at any time dismiss the Appeal without taking any further evidence if it is considered that the evidence is insufficient or lacking substance.
9. The Appeals Committee may invite the appellant to present their evidence if required.
10. It should be noted that it is the responsibility of the person lodging an appeal to know the powers of the Appeals Committee and all conditions and aspects of the appeal procedure and be aware that the Appeal may not be accepted if proper procedures are not followed.

APPEAL POLICY AND PROCESS

11. All appeal applications must be completed by the appellant, or, in the case of a minor, by a parent or guardian, within 48 hours of a decision being made.
12. The Junior League Appeals Committee will adjudicate upon appeals for transfers only.
13. The PDJRL Appeal Form is to be used located on Cognito forms and has been distributed to each club and must be completed in full.
14. **The appeal fee is \$250.00.** The fee is paid online on the Cognito form and is refundable, only if the appeal is upheld.

1.9 DEFAULTERS

1. A club may refuse a transfer or clearance if a player is financially encumbered to that club or has not returned property owned by the club.
2. Once a club lists a player as a defaulter, that player cannot be registered with ANY club.
3. Once a club plays a player who has been listed as a defaulter by that club, the default will no longer be recognised.
4. A default can only be lifted against a player by notification in writing to the League.
5. Clubs or players who feel they have been disadvantaged may make representations to the League Administrator on any aspect of this rule.
6. The Junior League will call for a list of defaulters each year. Clubs must submit any details of players in default by October 31 of each year
7. If a player who has been listed as a defaulter makes an application for a transfer or clearance, the club Secretary should deny the clearance, listing the following details in the clearance request on MySideline: Player listed as defaulter. Transfer (or clearance) not approved until player pays the amount of \$..... to the club, for items
8. If a club approves a transfer or clearance online for a player that has been listed as a defaulter without adding the above statement against the players request, then the default against the player will no longer be recognised.
9. A player cannot be listed as a defaulter for the non-payment of registration and / or insurance fees
10. A player can also not be listed as a defaulter unless the player has been invoiced for the amount due by the entity claiming the debt.

1.10 FINES AND FEES

The following Fee Schedule is applicable in all Panthers Juniors. This schedule is to be used at the discretion of each League Administrator.

INFRINGEMENT	FINE	REMARKS
Late Fees	\$100 per event	A fine will apply to clubs who ignore closing dates. The fee is paid to Panthers Juniors
Playing an unregistered or unqualified player	\$300 per match	The match will be considered a forfeit. The fee is paid to Panthers Juniors
Not obtaining appropriate clearance/transfer at the time of registration	\$400 per offence	The player will not be eligible to play until appropriate clearance/transfer have been obtained. The fee is paid to Panthers Juniors
Playing a player who exceeds the age in any grade	\$400 per match	The match will be considered a forfeit. The fee is paid to Panthers Juniors
Registration irregularity occurring after July 1	\$100 per offence	Depending on the breach, there may be a loss of competition points and / or deregistration of the player/s concerned. The fee is paid to Panthers Juniors.
Playing a player in two (2) teams in the same division	\$150 per match	Loss of competition points for each breach. The fee is paid to Panthers Juniors
Not notifying the League of a forfeit by 10:00am on the Friday prior to the match	\$400 per offence	The fee is paid to Panthers Juniors
Appeal against a decision	\$250 per appeal	This fee is paid to Panthers Juniors

1. All affiliation team fees must be paid in accordance with the following time line:
2. \$2000 payment before 01 December 2020 – deducted in March 2021
3. \$2000 payment before 01 February 2021 – deducted in April 2021
4. 50% payment of affiliation fees before 26 March 2021
5. Final payment of affiliation fees before 22 April 2021
6. No team is eligible for finals unless that club meets their financial commitment to the PDJRL
7. Fines will apply to any club not adhering to the payment deadlines

1.11 INSURANCE

PLAYER INSURANCE

1. Player insurance payments and other compulsory insurance fees as deemed necessary by the NSWRL (or its delegate) must be paid at the prescribed rates and times.
2. No player or official, may play or be involved in rugby league competitions played under this Policies & Procedures Manual, or other official activities, if not covered by the prescribed insurance or other protective insurance as determined by the NSWRL (or its delegate).
3. Clubs may be fined or face other disciplinary action for late payment or for ignoring request(s) for payment.

INDEMNITY INSURANCE

4. For insurance purposes, the maximum age for participation as an official is eighty-five (85) years.

1.12 MEDICAL EXEMPTIONS

1. There are many different factors to take into consideration when determining suitability of a participant to play in any contact sport.
2. Further to the application of any policy incorporated into this Policies & Procedures Manual, should a club hold a concern about the suitability of a participant, the club should ensure the procurement of a Medical Certificate of Fitness for participation in Rugby League.
3. In cases where clubs would like to make an application to play a registered player in an age group lower than he naturally qualifies for, a Medical Certificate outlining the specific condition should be forwarded to the NSWRL and they will have the application assessed by the NSWRL Chief Medical Officer.

1.13 MINIMUM AGE TO PLAY MINI FOOTY

1. Players must have turned the age of four (4) years of age before being allowed to register to play, or to take part in any training, trial or sanctioned match.

1.14 MINIMUM AGE TO PLAY SENIOR INTERNATIONAL FOOTBALL

1. Players must be seventeen (17) years of age before being allowed to play Senior International Open Age Rugby League (i.e. A Grade and other open age competitions).

1.15 MAXIMUM AGE TO PLAY RUGBY LEAGUE

1. The maximum age to play Community Rugby League is sixty-five (65) years.

1.16 MIXED GENDER PARTICIPATION

1. Males and females can participate in mixed gender Rugby League up to and including the calendar year in which they turn twelve (12) years of age.
2. All Junior International (Under 13 to Under 17) and Senior International (Under 18 to A Grade) Rugby League will be played in gender-based competitions.
3. The rationale for this is that the sport of rugby league is a vigorous, high-intensity body-contact physical activity. The strength, stamina and physique generally of boys aged 12 years and older, when compared and contrasted to the strength, stamina and physique generally of girls of a corresponding age (for example, in the case of a comparison between the strength, stamina and physique of 13-year-old boys and 13-year-old girls) is materially disparate. If boys and girls aged 12 years or more (and within the same age group, such as under 13s) were allowed to compete in the same teams and against each other in competitive rugby league matches, then the competition in those matches would be rendered uneven because of the magnitude of disparity between the relative strength, stamina and physique of girls and boys of the same age.

1.17 NSWRL REGIONAL MEMBER TRAVELLING/TOURING TEAMS

INTERSTATE TRAVEL AND ACTIVITIES

Any team under the auspices of a NSWRL District or Regional Member representing any club or NSWRL District or Regional Member that wishes to travel / tour interstate for the purposes of playing rugby league or otherwise representing the sport shall:

1. have completed and applied to Travel/Tour in the form prescribed by NSWRL no later than six (6) weeks prior to departure;
2. not undertake any such travel or tour activities except with the prior permission of the relevant club, NSWRL District or Regional Member and the NSWRL.

INTERNATIONAL TRAVEL AND ACTIVITIES

Any team under the auspices of a NSWRL Regional Member representing any club or NSWRL District or Regional Member that wishes to travel / tour internationally for the purposes of playing rugby league or otherwise representing the sport shall:

3. submit to the NSWRL an expression of intention to tour one (1) year prior,
4. have completed and applied to Travel/Tour in the form prescribed by the NSWRL no later than six (6) months prior to departure;
5. only be considered for approval providing that each of the members of the touring party are aged 17 years or older; and
6. not undertake any such travel or tour activities except with the prior permission of the relevant club, NSWRL Regional Member and the NSWRL.

1.18 KNOCKOUT CARNIVALS / GALA DAYS / TOURNAMENTS

1. Any club who wishes to host a Knockout Carnival/Gala Day/Tournament/Sevens or Nines competition needs to apply, in writing, to their JL Administrator and complete the appropriate Sanctioning Form.
2. They should indicate the ages that will participate in the Carnival, the dates and times and include any information which will be distributed to promote the Carnival as well as any law variation from regular season matches that will be implemented.
3. The League Administrator will then seek approval from their Board, the NSWRL and the NSW CRLA to host the event.
4. **A knockout carnival cannot be held without the sanction from the parties outlined above**
5. No prizemoney or cash vouchers should be offered or paid at Knockout Carnivals where participants are under the age of 18.
6. Organisers should ensure that all participants are registered Community Rugby League players.
7. Any Club that does not comply with this policy may forfeit any insurance rights and may have future applications refused and / or be further dealt with by the Board.
8. Any club wishing to attend a Knockout Carnival / Gala Day / Tournament / Sevens or Nines competition should obtain permission for their Community Rugby League Administrator prior to playing in any such competition to maintain their insurance protection.
9. Please note, as competitions of this nature are normally held pre or post season a higher level of attention than normal shall be given to player comfort in regards to temperature, the number of games played, fitness, hydration and medical support.

1.19 TRIAL GAMES

1. Clubs wishing to play trial matches may do so only with the prior permission of the relevant Community Rugby League District or Region.
2. Trial matches shall be controlled by appropriately qualified match officials.
3. Official sign on sheets should be used for all trial matches. The team manager should prepare and retain a list of everyone that played in the trial (and their previous club, irrespective if the club is in or out of the trial teams District or Region).
4. Nicknames, shortened names, aliases or other references cannot be used. Players names must be spelt correctly.
5. Under Junior League Rules, all clubs must have the name and previous club of every player who plays in the trials.
6. If a player is sent off, clubs shall give the name and previous club to the hosting clubs Ground Official. The player cannot play again that weekend, and must attend judiciary in the District or Region in which he was dismissed from the field.



SECTION 2

2.1 CHILD PROTECTION POLICY

APPLICATION

The NSWRL Child Protection Policy (Policy) applies to all participants (Members) registering to play, officiate, coach, administer or volunteer at NSWRL clubs, associations, districts, regions and affiliates. All Members must comply with the Policy. Where reasonable, all parties connected to Rugby League in NSW, the ACT, QLD and VIC including sponsors and spectators, must also comply with the Policy.

The Policy has been endorsed by the NSWRL and incorporates and supports the NRL Member Protection Policy (NRL Policy). Further, the NRL Policy, as incorporated into the NRL Code of Conduct, binds all Members. For removal of all doubt, parties bound by the NRL Policy, the NRL Code of Conduct, and connected to Rugby League in NSW, the ACT, QLD and VIC are also bound by this Policy.

This Policy commences on 01 April 2015 and will operate until replaced. The Policy will be fully implemented at all NSWRL clubs, associations, districts, regions and affiliates by 31 March 2016.

POSITION STATEMENT

The NSWRL is committed to:

Ensure the safety, welfare and well-being of children participating in Rugby League and protect them from child abuse – whether actual or the threat thereof; and

Prevent people who pose a risk to the safety, welfare and well-being of children from being employed or engaged in child related work within the NSWRL and its clubs, associations, affiliates, districts and regions.

Members and connected parties subject to this Policy must place the safety and welfare of children above all other considerations and must comply with Child Protection laws.

Child Protection laws in NSW and the ACT (and other States & Territories throughout Australia) criminalise child abuse. These laws also set out how cases of child abuse will be reported and investigated. Further, to assist in preventing such cases, several laws also establish regulation of and protocols to 'check' and monitor the status of those employed (paid or voluntarily) in 'child related work', including in sporting clubs.

The NSWRL requires that any child who is abused or anyone who reasonably suspects that a child has been or is being abused by someone within our sport, to report it immediately to the police or relevant government agency and the affiliated club.

All allegations of child abuse will be dealt with promptly, seriously, sensitively and confidentially. A person will not be victimised for reporting an allegation of child abuse and the privacy of all persons concerned will be respected.

If anyone bound by this policy reasonably suspects that a child is being abused, including by his or her parent/s, they are advised to contact the police, relevant government agency, affiliated club, district, region or the NSWRL immediately. Any report made to the affiliated club, district or region of the NSWRL will be immediately reported to the police or relevant government agency. The club, district or region and NSWRL will not attempt to investigate, settle, resolve, or intervene in any matter.

STATUTORY GUIDELINES: WORKING WITH CHILDREN

From 31 March 2016, all Community Rugby League clubs affiliated with the NSWRL must comply with the relevant legislation when employing workers (paid or voluntary) (“Workers”) if involved with a Community Rugby League team, Community Rugby League Club, Community Rugby League Association or Community Rugby League State Body. A link to the relevant legislation is noted below.

NSW: <https://www.kidsguardian.nsw.gov.au/child-safe-organisations/working-with-children-check>

TAKING IMAGES OF CHILDREN

A high level of care needs to be exercised by clubs, associations, districts, regions and affiliates when dealing with the issue of photographic images of children. Permission must be obtained from a child’s parent/guardian before any image of the child can be taken. Further, the usage of the image must be fully disclosed to the parent/guardian prior to consent being given.

The privacy of each Member must be protected so as to avert the possibility of any photos of children in sporting magazines and sporting websites being misused and/or altered for inappropriate purposes, or for the identity of Members to be distinguishable. Children must not have their identities revealed unless permitted by the parent/guardian. Further, photographic equipment (including camera/smart phones) must not be used, and images must not be taken near or in the vicinity of change rooms, showers, and toilets.

Third party photographers must have their bona fides verified by the club, district, region, association, or affiliate, with appropriate consent forms completed. The NSWRL urges clubs, districts, regions, associations and affiliates to be aware of obvious risks and to take steps, where possible, to minimise those risks.

2.2 MANDATORY REPORTING

It is a requirement for Junior League Clubs and Districts and Regions to report to NSWRL any of the following incidents that may occur:

1. The need to engage any emergency service (Police, Ambulance or Fire) at any game day or training (exceptions being non-life-threatening game related injuries attended by Ambulance)
2. Any financial impropriety by any office bearer within the Junior League Club, District or Region that is officially reported to Police
3. Any registered participant that is charged with an offence that is related to child abuse or child endangerment
4. Any registered participant that is listed as BARRED from working with children by the NSW Office of the Children's Guardian

2.3 CHILD PROTECTION POLICY (STATUTORY DECLARATION PROCESS)

A statutory declaration and associated consent and undertaking process is not a mandatory requirement. It can only be used for people who are exempt by the regulations from the requirements of the Child Protection (Working with Children) Act 2012 to hold a Working With Children Check clearance. There are two parts to the process.

STATUTORY DECLARATION

This is a declaration by the exempt worker that they have no offences that would bar them from working with children under Sch 2 of the Child Protection (Working with Children) Act 2012. The second page is to be completed by any authorised witness under the Oaths Act 1900.

CONSENT AND UNDERTAKING

This form is to be completed with the statutory declaration to authorise the Office of the Children's Guardian (OCG) to conduct a criminal history check as part of the audit functions. It also provides for the applicant to undertake to advise the employer, should they become barred or convicted of a relevant offence.

These documents should be printed double sided and attached together. If your organisation is selected for audit, we will require both documents to have been completed.

The Children's Guardian or a person authorised by the Children's Guardian may audit the accuracy of the statutory declaration. A person may only be authorised to carry out such an audit if the Privacy Commissioner is satisfied and advises the Children's Guardian in writing that the person is able to adequately provide for the security of any information obtained in the exercise of such functions.

2.4 CHILD PROTECTION POLICY – WWC (REQUIREMENTS & PROCESS)

A Junior League Club can be identified by the NSW Office of the Children's Guardian (OCG) as an 'employer' of staff, whether they are paid or volunteer. Employers have legal obligations around working with children. It is against the law to engage anyone in child related work without a Working with Children Check (WWCC). If an employee (paid or volunteer) requires a check, there are actions the employer must take.

Register as an employer with the NSW Office of the Children's Guardian (if you are not already registered)
<https://wwccheck.ccyp.nsw.gov.au/Employers/Registration/Create>

List a Club Contact and District or Region Contact (compulsory) to be the point of contact for the NSW Office of the Children's Guardian. Inform staff (volunteers) who work with children of their legal obligations under the Child Protection (Working With Children) Act 2012 (whether or not they are required to undergo a Working With Children Check)

1. Request WWCC or APP numbers from volunteers, and verify the details through the employer profile on the OCG website.
2. Keep a record of all required information in relation to a volunteers WWCC on the spreadsheet provided by the OCG.
3. Notify any staff member who is INTERIM BARRED, BARRED, EXPIRED, CLOSED or NOT FOUND that they must cease any child related work immediately
4. Store records of all Statutory Declarations that are required by volunteers who work with children – these are coaches, managers and trainers who are directly related to a member of the team in which they volunteer
5. Provide any information requested by the NSW Office of Children's Guardian for auditing purpose

NOTE – AS AN EMPLOYER IN CHILD RELATED WORK, YOU HAVE RESPONSIBILITIES UNDER THE LAW. REFUSING TO PARTICIPATE IN THE AUDIT MAY LEAD TO AN ORGANISATION RECEIVING A FINE FOR NON-COMPLIANCE WITH THE ACT.

2.5 CHANGE ROOM POLICY

The NSWRL and all affiliated bodies have a duty of care to the participants within our game which will at times extend to issues around changing clothes within change rooms. Where change rooms are used by participating teams the following guidelines are to apply:

PHOTOGRAPHY / VIDEO DEVICES

1. There is to be no use of video devices inside the change rooms.

EXCLUSIVE CHANGE ROOMS

2. Where possible, each team should have exclusive use of their own change room. Where the facilities do not permit this then a schedule of times should be organised such that each team has a period of time allocated for them to have exclusive use of the change room.

MIXED GENDER TEAMS OR EVENTS

3. Due to the participation rules of Rugby League, mixed gender teams are not present except in children 12 years of age and below, many of whom change prior to arrival at a game. However, in the event that these teams wish to change at a venue, in the example of non-contact forms of Rugby League or during events with multiple teams of both genders participating, it is important to consider the associated issues. In these circumstances, solutions may include:

Each gender using a different room or facility

Each gender having distinct allocated time slots

Encouraging all players to change clothes prior to arrival at the venue

SUPERVISION

4. Supervision of players under the age of 18 within a combined space such as a Change Room should be provided by more than one adult. It is appropriate that players be provided with appropriate time and space to dress themselves for the game with a degree of privacy. Should any of the coaching staff be of the opposite gender to the players, then they are not to enter the change room during this period. Supervision of the players during this time should take place by members of the club / coaching staff who are of the same gender as the players. Should a team wish to remain in the change room or return to the change room in preparing for the game all coaching staff may enter the change room but there is to be a clearly defined time allocated for 'changing' when the players are aware that they should get dressed in preparation for the game.

REFEREE CHANGE ROOMS

5. Suitable change rooms are to be provided for the referees officiating at all games. Where referees of both genders are in attendance, they should be provided with the opportunity to access the change rooms at separate times.

STRAPPING / INJURY TREATMENT

6. Strapping for injury prevention or the treatment of existing injuries can at times place a player in somewhat compromising positions. Where possible, a Sports Trainer / Medical Professional of the same gender as the players should be made available. The treatment of any injury which may place a player in a compromising position should be done within the change rooms whenever it is safe to transport the player there. Any injury treatment that takes place within the change rooms should take place in an open space within the change room in the presence of another adult (in addition to the Sports Trainer / Medical Professional).

2.6 MEDIA ENQUIRES

1. Please inform Panthers Juniors of any Media Enquiries directed to you info@panthersjuniors.com.au

2.7 SOCIAL MEDIA POLICY

The NSWRL acknowledges the enormous value of social networking websites, such as Facebook and Twitter, to promote our sport and celebrate the achievements and success of the people involved in our sport. Social media postings, blogs, status updates and tweets:

1. Must not use offensive, provocative or hateful language
2. Must not be misleading, false or injure the reputation of another person
3. Should respect and maintain the privacy of others
4. Should promote the sport in a positive way

SOCIAL MEDIA RULES OF ENGAGEMENT

5. Know why you use it – engage our community to assist with driving participation in Rugby League
6. Know who you represent – you are not acting as an individual, you are speaking on behalf of your club!
7. Use photos – statistics say that 40% of people will respond better to visual information than plain text
8. Remember the ‘Grandma Rule’ – do not post anything you wouldn’t want your Grandma to see
9. Do not engage in abuse – you have options to hide or delete an abusive comment
10. Do not engage trolls – you can block someone if they consistently post negative comments on your page
11. Do not forget THE NET doesn’t – posting is permanent! Have a colleague proof read before posting.

PERMISSIONS

12. When posting pictures of children, it is important to ensure that you have permission to do so.
13. Do not post any pictures of any children where their parents have not given consent at the time of registration.

SOCIAL MEDIA AND THE NRL NATIONAL CODE OF CONDUCT

14. All participants – all players, coaches, sports trainers (including League Safe Officers), match officials, club officials, volunteers, parents / carers as well as spectators – are bound by the NRL National Code of Conduct which states ‘understand that cyber-bullying, which includes negative or demeaning comments, status posts, personal messages or emails, is deemed as a serious form of harassment’.
15. Any behaviour that is deemed to be in breach of the NRL National Code of Conduct may be deemed as an offence which may require investigation and possible suspension or any other penalty deemed fit by NSW CRLA Code of Conduct Tribunal.

2.8 ELECTRONIC COMMUNICATION DEVICES

1. The use of 'walkie-talkies', mobile phones or other electronic devices on the field of play OR within the playing area is prohibited for the purpose of communication between team staff and other team staff either within the playing area or outside of the playing area.
2. The only exception being the use of mobile phones or tablets to display Match Day Cards for player and team staff identification or for live scoring.

2.9 VIDEO AND PHOTOGRAPHY POLICY

1. The use of cameras, video cameras, phone cameras or electronic/mechanical device (for film, imaging or photo) are not permitted to be used inside change rooms, the playing area that is roped, fenced or marked off at any ground under the control of the PDJRL
2. Failure to adhere to this instruction will have that person or team responsible brought before the NSWRL Code of conduct panel.
3. Any breach of, or contravention of the rules specified above in this section in relation to the filming, photographing, recording etc. shall be considered by the Panthers Juniors and the NSWRL to be a serious breach of the terms and conditions pursuant to which that the person is a participant in the sport of rugby league.
4. For the avoidance of any doubt, Panthers Juniors and the NSWRL fully reserves the right to impose sanctions for any breach of, or contravention of the rules specified in this section



SECTION 3

3.1 PLAYER EQUIPMENT

1. A player must not wear any item that may prove dangerous to other players. If in doubt a player is required to have any such item approved by the referee prior to the commencement of the match. A player's normal gear shall consist of a jersey of distinctive colour and/or pattern (numbered), the numbering should be clear and legible from a distance, a pair of shorts, socks of distinctive colour and/or pattern and studded boot or shoes.
2. Protective equipment may be worn provided it contains nothing of a ridge nature.

DANGEROUS EQUIPMENT

3. The referee may order a player to remove any item or any part of his equipment which might be considered dangerous and shall not allow the player to take any further part in the match until the item or equipment is removed (i.e. piercings)
4. Such a player must retire from the playing field to remove the offending item if the start or restart of the match would otherwise be delayed.
5. The referee or touch judge should check all equipment prior to the commencement of each match.

APPAREL

6. Jerseys must be a type, style and fabric approved by the League. The use of gloves or mittens is prohibited.
7. Jerseys may not be beaded or knotted and makeshift numbers is prohibited (i.e. tape or drawn)

3.2 COMPRESSION GARMENTS

1. Compression garments are defined as any technical garments worn under a players / match official on field uniform. These garments include upper body tops, shirts, tights and shorts.
2. In a match environment, compression garments may only be worn as follows:
 - a. Garments may not exceed past the knee, past the elbow or past the length of the playing socks
 - b. Compression garments must only be black or the skin tone colour.

IN THE EVENT OF A BREACH OF THIS POLICY THE FOLLOWING PENALTIES WILL BE ENFORCED:

3. A player will be asked to remove the garment before entering the field of play
4. If the player refuses to do this, they will be removed from the field and action taken against the club.
5. In a training environment, compression garments of any nature may be worn by players and branding is not restricted.

3.3 RELIGIOUS HEADWEAR AND CLOTHING

1. The NSWRL acknowledges the necessity for some players to wear an altered playing uniform (headwear and long sleeves / legwear) based on their religious beliefs.
2. If a player is required to wear full length compression (or other) garments, an application should be made to the League Administrator who will refer the matter and application to NSWRL for approval.
3. Written approval should be kept readily available at each game to present to the Referee is requested. Players wearing religious headwear are advised that they must at all times wear headgear.

3.4 FOOTBALL BOOTS

1. All types of football boots and studs are permissible. However, match officials shall check all boots before each match. If deemed unsuitable by the referee or touch judge the boots or studs must be repaired to the satisfaction of the referee or touch judge, or they shall not be worn during the match.
2. Players up to and including Under 9's shall be allowed to wear rubber soled shoes or boots.

3.5 HEARING AIDS

1. Children, or anyone with hearing aids, are advised NOT to participate in body contact sports. The risk of injury to the pinna, auditory canal and tympanic membrane is too great.

3.6 KICKING TEES

1. Kicking tees may be used provided they are a product which has been officially approved and is commercially available for purchase i.e. an NRL Licensed Product
2. Such kicking tees may be used for kicks at goal and starts or restarts of play from the halfway line.

3.7 CLUB COLOURS / PLAYING UNIFORM

1. The Secretary of each Junior League club shall register their clubs colours with their Junior League Administrator and clubs should ensure that their players appear in the correct uniform at all matches. The Board shall have the power to refuse to register any uniform if it is not sufficiently distinctive. Upon registering the uniform, it shall become exclusive property of the club first registering it, and it may not be worn by any other club.
2. Clubs should ensure that players appear in proper uniforms in all competition matches and end of season matches which shall consist of jerseys in the clubs registered colours, socks, shorts, boots or shoes (which must not have spikes or studs which in the opinion of the referee could be considered dangerous). The regulation playing number must be attached to each jersey.
3. Infringements of this rule should be reported to the Community Rugby League Administrator. Any club failing to ensure all of its members conform to these rules shall be fined a sum as decided by the Board.
4. Clubs are unable to alter the colour, design or logo of the club uniforms, unless approval from the Community Rugby League Administrator is obtained.
5. Teams or players displaying colours or designs that have not been approved by the Board or the League Administrator may lose competition points or may be liable for other penalties.
6. In the event of Jumpers clashing in colour, the designated "Away" team will be required to make alternative arrangements.

THE FOLLOWING MUST BE ADHERED TO IN RELATION TO PLAYING UNIFORM:

7. Compression garments must not come past the bottom of playing shorts / jersey sleeves
8. Players with beaded hair / religious headpieces must wear headgear
9. Knots cannot be tied anywhere in the football jumper
10. Body jewelry must be removed or taped
11. Prison ankle bracelets must not be worn

3.8 PLAY / TRAIN POLICY

The purpose of this Policy is to ensure the integrity of District and Regional Rugby League Competitions by recognising and maintaining District and Regional Boundaries. It protects District Associations and Regions from Rugby League Clubs that may wish to change from one District or Regional Rugby League competition to another at any point in time.

Rugby League clubs are compelled to participate in matches (play), and train for matches in the District or Region in which the club is located and affiliated to.

A Rugby League club cannot be domiciled within the Boundaries of one District or Region, and choose to compete in a competition conducted by another District or Region without the express sanction of the Boards of:

1. The District or Region they wish to leave
2. The District or Region they wish to go to
3. The NSW Community Rugby League Association (if it has jurisdiction over the Districts or Regions referred to in the two preceding points); and
4. The NSWRL

A Rugby League club cannot choose to train at a venue that is located outside of the Boundaries of the District or Region to which they are affiliated to without the express sanction of the Boards of:

5. The District or Region they are affiliated to
6. The District or Region they wish to train in
7. The NSW Community Rugby League Association (if it has jurisdiction over the Districts or Regions referred to in the two preceding points); and
8. The NSWRL

Should any of the Boards listed above refuse sanction to any club request to play or train outside of their boundaries, the application will be denied.

POLICY EXAMPLE (Play) – The Dundas Shamrocks JRLFC is domiciled within the Boundaries of the Balmain District Community Rugby League. The club hosts match and trains at a venue within the Balmain District JRL. The Dundas club is not permitted to leave the Balmain District JRL competition, and play in the Parramatta District JRL without the sanction of the Balmain District JRL, the Parramatta District JRL, the NSW CRLA and the NSWRL.

POLICY EXAMPLE (Train) – Blacktown Workers JRLFC is domiciled in, and affiliated to the Penrith District JRL. If a new training venue has opened at Lalor Park, which is within the Boundaries of the Parramatta JRL, then the Blacktown Workers JRLFC is not permitted to train at the Lalor Park facility without the sanction of the Penrith District JRL, the Parramatta District JRL, the NSW CRLA and the NSWRL.

Where Districts and Regions come together and offer “Combined District Competitions”, Community Rugby League clubs will still maintain the identity of the District or Region to which they are affiliated to; that being, the District or Region that they are domiciled in.

3.9 REGISTRATION REQUIREMENTS

1. All player and volunteer (Coach/Trainer etc.) registrations must be completed in accordance with the applicable policies appearing in this Manual and using the MySideline online database.
2. Each registration should be accompanied by one of the three acceptable forms of identification. This identification should be noted in the player or volunteers online MySideline database record.
 - a. Passport
 - b. Birth Certificate
 - c. Drivers License
3. All registrations that require a clearance (where a player has played previously for another club) must be initiated before 30 June.
4. No new registrations will be accepted after 30 June, with the exception of players participating in non-competitive Rugby League matches.
5. A registration will not be deemed complete until such time as the Rugby League Administrator has supplied the club with an authorised player / volunteer identification.
6. Club Administrators, Committee Members and Directors should be reminded of the importance and legalities of having a parent / child's guardian sign off on the Terms and Conditions of registration. That is, a parent / guardian is the only person who can register their child to play Rugby League. This process should not be undertaken by a Club Administrator or a Club Representative on behalf of the child's parent or guardian.
7. Players desiring to play under an assumed name for personal reason must register their correct name with the GM, whom shall treat the matter with utmost confidence.
8. Affiliated PDJRL clubs are empowered to impose registration and other fees.
9. Clubs have the responsibility to ensure every player who represents their club is fully registered and are a qualified player. An affiliated club, group or member thereof, shall be deemed guilty of an offence, if they allow any person who is unregistered, suspended or disqualified to take part in any matches.
10. Clubs have the responsibility to ensure all player registrations are in accordance with the following criteria and maximum player registration per team rules or fines or other penalties may apply.

MAXIMUM NUMBER OF PLAYER REGISTRATIONS PER TEAM			
AGE	REGISTRATIONS PER TEAM	AGE	REGISTRATIONS PER TEAM
UNDER 5	10	UNDER 13	20
UNDER 6	10	UNDER 14	20
UNDER 7	10	UNDER 15	20
UNDER 8	12	UNDER 16	20
UNDER 9	12	UNDER 18	20
UNDER 10	15	UNDER 20	23
UNDER 11	15	UNDER 23	23
UNDER 12	17	OPENS M & F	23

3.10 PLAYER CLEARANCE POLICY (COMMUNITY RUGBY LEAGUE)

PURPOSE

To ensure the continued success and sustainability of the Game played under its auspices at the Community Rugby League level, the NSWRL, the NSW Community Rugby Leagues Association (NSW CRLA) and its constituent members and affiliates wish to ensure that teams fielded by Clubs in Community Rugby League are as strong, well matched and viable as possible. For the purpose of achieving these objectives, the NSW CRLA has adopted this Policy to regulate the system of Players, eligible to play Community Rugby League, moving between Clubs within Community Rugby League.

THE INTENTION OF THE NSW CRLA IN ADOPTING THIS POLICY IS TO:

1. Maintain a level of stability in the membership of Clubs and teams.
2. Prevent Clubs from obtaining an unfair proportion of the best and most talented Players.
3. Provide Clubs with incentives to develop Players, their teams and the Game.

This Policy governs Transfers separately to the provisions of the National Registration Policy and the National Clearance/Transfer Policy. Where any inconsistency exists between either the National Registration Policy or the National Clearance/Transfer Policy on the first part, and this Policy on the second part, the latter shall prevail, and the former shall to the extent of the inconsistency not apply.

With this purpose in mind, all Transfer Requests will be considered in the context of the best interests of the game. Any Transfer Request, whether in breach of this policy or not, may be denied if it is deemed not to be in the best interests of the game.

For the purposes of this policy, players will be considered to be transferring into another team within their 'natural' age group, or the age group above if the Club requesting the Transfer does not have a team in the player's 'natural' age group.

THIS POLICY DOES NOT APPLY TO, OR REGULATE THE MOVEMENT OF:

4. Players transferring into a team participating in a competition aged U18 or above;
5. Players in relation to Community Rugby League where that Player has not previously Registered to play Community Rugby League for a Club in Competitions at any time;
6. Players who have previously registered to play Community Rugby League for a Club, who wish to register to play the Game for a team or organisation which does not either participate in Competitions, or the Game as affiliated to the NSWRL.
7. The movement of players to or from a club where they will or have only played League Tag / Monarch Blues Tag

This Policy is intended to improve the balance and integrity of competitions, particularly those in higher divisions. As such, the policy will be strictly enforced in these competitions (eg. Gold/Div 1 competitions). Where it is determined to be in the best interests of the game, a degree of flexibility may be applied in lower division competitions in consultation with the clubs involved.

Where a player applies to move clubs after the season has commenced, the guidelines of the NSWRL Community Rugby League Policies & Procedures Manual will apply in the first instance. Any application for consideration of exceptional circumstances will not be considered if the player has played more than 3 matches for their existing club in the current season.

DEFINITIONS

The following terms have the corresponding meanings where used in this Player Transfer Policy:

AFFILIATE HAS THE SAME MEANING as given to that term in the Constitution.

CLEARANCE MEANS the process by which a Player is cleared to move between Clubs or other rugby league teams pursuant to the National Clearance/Transfer Policy.

CLUB MEANS an organisation which enters teams to participate in Competitions.

COMPETITIONS MEANS rugby league tournaments, competitions, matches and fixtures conducted by and between Districts with the approval of, and under the auspices of, the NSWRL.

CONSTITUTION MEANS the constitution of NSW CRLA, as amended from time to time.

DEVELOPMENT PLAYER MEANS a player who has been selected in a Development Squad at any time within the last 12 months.

DEVELOPMENT PLAYER QUOTA means the number of Players within a club/age group who have been selected in a Development Squad at any time within the last 12 months. Due to the variation in Development Squad sizes and team numbers in different Districts and Regions, there is currently no Quota in force across NSWRL Community Rugby League Districts. Individual districts may enforce their own guidelines in this regard.

DIVISION 1 REFERS TO the highest grade of competition available in any one age group within the League concerned. This applies regardless of whether there are one or more Divisions/grades.

EXISTING CLUB MEANS the most recent Club that a Player was registered to and played a match with during the last 24 months.

EXTERNAL LEAGUE MEANS any NSWRL League outside of the League within which a Club operates.

GAME MEANS the sport of rugby league.

COMMUNITY RUGBY LEAGUE MEANS age-limited Competitions for players aged 18 years and under.

LEAGUE MEANS an organisation which is a Member or Affiliate of the NSWRL which conducts rugby league competitions, premierships, tournaments and matches which are approved by the NSWRL.

MEMBER HAS THE SAME MEANING as given to that term in the Constitution.

NATIONAL CLEARANCE/TRANSFER POLICY MEANS the NRL National Clearance/transfer and Permits Policy v2.3 as amended or replaced from time to time.

NATIONAL REGISTRATION POLICY MEANS the NRL National Registration Policy v2.3 as amended or replaced from time to time.

NEW CLUB MEANS a Club which a Player wishes to Register to play Junior Grade Football for.

NSWCRLA MEANS NSW Community Rugby League Association Incorporated, ABN 53 272 744 791.

NSWRL LEAGUE MEANS each of the regional governing bodies of the NSWRL, including, but not limited to:

- a) Balmain District Junior Rugby League
- b) Canterbury Bankstown District Junior Rugby League
- c) Cronulla-Sutherland District Junior Rugby League
- d) Manly-Warringah District Junior Rugby League
- e) North Sydney District Junior Rugby League
- f) South Sydney District Junior Rugby League
- g) St George District Junior Rugby League
- h) Sydney Roosters Junior Rugby League
- i) Parramatta District Junior Rugby League
- j) Penrith District Junior Rugby League
- k) Wests Tigers Macarthur District Junior Rugby League
- l) Canberra District Junior Rugby League
- m) The Regions associated to each of the NSWRL's NSWRL Regional Members

PLAYER MEANS a person who is Registered to play rugby league.

POLICY MEANS this Player Transfer Policy.

REGISTERED MEANS the process of a person registering to play rugby league pursuant to the National Registration Policy, and Register and Registration have corresponding meanings.

REGISTRATION PERMISSION MEANS permission granted by a Player's New Club's League, allowing the Transfer of a Player.

REPRESENTATIVE PLAYER means a Player who has played Representative Football at any time within the last 24 months.

REPRESENTATIVE QUOTA MEANS the number of Players within a club/age group who have played Representative Football at any time in the last 24 months, determined by each League by 30 November each year in respect of the next rugby league season, or five (5) Players if the District does not nominate a specific quota.

Representative Football the Elite Competitions conducted by the NSWRL or QRL in the 16 years and 18 years age groups, namely the Andrew Johns Cup, Harold Matthews Cup, Laurie Daley Cup and S.G. Ball Cup within the NSWRL and the equivalent competitions in QRL, and Regional U14s and Under 15s Championships.

SEASON MEANS a rugby league season commencing in about March and ending in about September in a calendar year, for example the "2017 Season".

SENIOR COMPETITIONS MEANS open-age Competitions or those competitions catering for players over 18 years which are not considered Community Rugby League for the purposes of this Player Transfer Policy.

TRANSFER MEANS the transfer of the Registration of a Player, who is eligible to play Community Rugby League, from a Club to another Club.

TRANSFER PERMISSION MEANS permission granted by an Existing Club's League, allowing the Transfer of a Player.

3.11 PLAYER CLEARANCE/TRANSFERS

PROCESSING OF CLEARANCE/TRANSFER AND PERMITS

1. A player cannot train/play with a club if their clearance for whatever reason has been denied online with a full explanation. The coach/club will be held responsible for such breach and disciplinary action and a fine of \$400 per incident may apply.
2. A permit is required when a player is registered in one club and permitted to play with another club on an interim basis and can be initiated any time after the player has been registered in their primary club until the completion of the season, where an agreement exists between two clubs which has been approved by the governing body.
3. All movements of players must be completed in full online, **approved or denied within 10 days or the district will automatically apply the by-law to the movement of the player.**
4. In the event of a clearance being requested from a club no longer active, the PDJRL must complete the process in lieu of the inactive club.
5. Players must be fully cleared in the MySideline online platform, prior to being active in the new club.
6. It is the responsibility of the club the player is clearing/transferring to, to ensure the clearance/transfer is fully approved online prior to their registration.

CLEARANCE/TRANSFER – GENERAL RULES

7. A clearance/transfer is required when a player moves from a club or district to another and can only take place from 1st November to 30th June in the same season.
8. Clearance/Transfer will be limited to two (2) players per division per age group within the PDJRL district, unless a club is willing to release additional players
9. A player who had been a Rugby League registered participant, who has not registered to play Rugby League in the previous 18 months will be subject to all clearance/transfer rules pertaining to the movement of the player
10. Clearance requests that cross district borders, either coming into the PDJRL or out of the PDJRL will be at the full discretion of the NSWRL by-laws
11. A player's clearance/transfer will be adjudicated on in accordance with these rules and the players year of birth, not the age group the player may play
12. Any team that participated in a Division 1 Grand Final in the age groups from U9's to U18's is unable to clear/transfer in any Division 1 players the following season. (A Division 1 player will be any player who was registered and played in a Division 1 match in the PDJRL in the previous 18 months). This rule DOES apply to teams if a club has more than one (1) team in Division 1.
13. The appeal fee is \$250.00 and is paid for when the 'Cognito form' link is completed within the prescribed time frame when it is lodged with the PDJRL. The fee is refundable if the appeal is upheld

TRANSFERS – DEVELOPMENT AND REPRESENTATIVE PLAYERS

14. Any player who is named in the Andrew Johns, Harold Matthews, Laurie Daley and SG Ball Train on Squads and declines an offer to play for Penrith and accepts an offer to play in another NRL District, will not be permitted to return to the Penrith District to play Junior Rugby League for the remainder of that season or until such time that their contract/JRA with the other District expires.
15. Any player who declines a position to trial in the U18 Tasha Gale and U16 Lisa Fiaola Train on Squads and declines an offer to play for Penrith and accepts an offer to play in another NRL District, will not be permitted to return to the Penrith District to play Junior Rugby League for the remainder of that season or until such time that their contract with the other District expires.
16. When players are advised at the commencement of each season of selection in the representative squads a copy of the transfer rules will be issued to them.
17. All final squad members of the Andrew Johns, Harold Matthews, Laurie Daley and SG Ball Squads, that requests a transfer to another Junior League Club will be adjudicated on by the pathways and representative staff.
18. All transfer applications will be considered in their age group, not the age they may play. If the club currently has five (5) Panthers District Development and Representative Players for their age group, the clearance / transfer will be refused.
19. If a PDJRL player is NOT selected for any PDJRL Panthers District Development and Representative squads in the current season, however, is successful in obtaining a representative position with another NRL district club in the same current season, the player can return to the PDJRL and not be included in the Panthers District Development and Representative player quota if the player returns to the original club, he transferred from in the previous season
20. If a PDJRL player is NOT selected for any PDJRL representative squads in the current season, however is successful in obtaining a representative position with another district club in the same current season, the player can return to the PDJRL and if the PDJRL club the player wishes to join is not the club the player transferred from in the previous season, to the out of district representative squad, the player will be classed as a representative player and accepts all transfers and other condition pertaining to it.
21. If a player has represented another District representative team, who has never played in PDJRL competition and is required to return to the other District representative team for the following season or a development fee is payable if the player is selected or signed to play in a Panthers representative team for the following season, the transfer will be denied.

LOCAL CONDITIONS IN RELATION TO CLEARANCE/TRANSFER /TRANSFERS AND PERMITS

22. If the GM becomes aware there is a mass movement of players by way of clearance out of district, irrespective of the reason, the clearance of such players will be denied.

DELAY IN REGISTERING PLAYERS

23. If any club becomes aware that players from another club team have refrained from registering because of encouragement from another club or official to transfer and further, because of that situation there is a real possibility that the club will be unable to nominate or field a team in that age group the club may, if it has the evidence to support a complaint, report the facts to the GM. The matter will be investigated, and appropriate action taken.

3.12 PLAYER PORTABILITY

DISTRICT CLUBS AND NSWRL REGIONAL MEMBERS

1. Player portability back and forth to NSWRL District Clubs, NSWRL Regional Members and their Junior Leagues must be acknowledged by all Leagues affiliated with District Clubs and the NSWRL Regional Member.
2. The Senior District club must endorse their affiliates as being representative of their District via the participant club (i.e. Penrith and Windsor, Parramatta and Wentworthville).
3. The District club must endorse the competitions as a development pathway within their boundaries. The Generic Rules of portability as detailed above must apply.
4. The adoption of these Portability Rules by the NSWRL Board has provided the opportunity for all players to have an unrestricted Rugby League pathway right across all areas of the State.

3.13 PLAYING IN MORE THAN ONE DISTRICT OR REGION

1. Players are not able to play with more than one Community Rugby League Competition on any one weekend. i.e. A player registered to a team in South Sydney DJRL may not play for a team in Canterbury DJRL on the same weekend.
2. In Sydney Metro, unique circumstances, approval may be granted upon application to the NSWRL Community Football Unit for an applicable permit to play in two different Districts or Regions on different weekends.
3. Any decision made by the NSWRL Community Football Unit will be final.
4. Regardless of such permit, players are only eligible to play in one District or Region on any one weekend.
5. Prior to a permit as outlined above being granted, a player applying for a permit to play in more than one District must nominate a 'Home club'. This player will only be eligible to play finals with the team that they nominated as their 'Home club'.

3.14 PLAYING WITH MORE THAN ONE CLUB

1. Once a player is registered with and plays a competition match (or portion of a match) with a club they are unable to play with another club in the same season unless the players' team withdraws from the competition:
2. Clubs shall advise in writing the reason for withdrawing
3. They should include a list of the players that are registered with the withdrawing team
4. A list of players that intend to transfer to other clubs should be attached. It should be signed by each player and endorsed by the club Secretary.

A CLUB HAS AN OVERABUNDANCE OF PLAYERS AND IS PREPARED TO RELEASE THOSE NOT REQUIRED (I.E. REPRESENTATIVE PLAYERS RETURNING, AN INFLUX OF NEW PLAYERS, RETURN OF PREVIOUSLY REGISTERED PLAYERS):

5. Clubs shall submit a list of registered players
6. A list of players that intend to transfer should be attached. It should be signed by each player and endorsed by the club Secretary.
7. Under this clause, players are not able to make application to transfer on their own behalf
8. The District Board or Regional Area Manager agrees with such transfers or there are other special reasons
9. No transfers can take place after the 30th June.
10. Fines will apply if any club promises or encourages a transfer without referring the matter to the League Administrator.
11. A player cannot play in a Community Rugby League Competition and a higher graded NSWRL Competition (i.e. S G Ball, Tarsha Gale, Harold Matthews, Andrew Johns, Laurie Daley, Ron Massey Cup, Sydney Shield and / or Canterbury Cup NSW) on the same weekend. This applies to the 17 players named in the squad. Penalties will apply.
12. Should a team involved in the Final Series of either Harold Matthews, SG Ball, Tarsha Gale, Andrew Johns or Laurie Daley Competitions be deemed, after their game, to be eliminated from that competition then this would be the only exception to this rule and would be permitted to play on the same weekend pending District or Regional approval and completion of relevant registration / clearance/transfer.
13. For the purposes of this policy, the term "weekend" could mean Saturday and Sunday, or it could mean a wider period of days (for example, Thursday to the following Monday) depending on the scheduling of matches over the course of a specific period.

3.15 PLAYING WITH MORE THAN ONE TEAM

1. Once a player is registered with and plays their first competition match (or portion of a match) with a team, this becomes their primary team within that club.
2. A player may play in any age group for which they are eligible, but not more than (1) year above their age or as may be defined otherwise in these rules.
3. No player shall be compelled to play a higher age group or more than one (1) year above the player's age as the PDJRL does not support it and it is a serious breach of the PDJRL rules.
4. Should a player take the field in an age group more than one (1) year higher than the player's age, the team officials will be in breach of our PDJRL rules and will be asked to show cause why their accreditation should not be suspended and will be stood down pending an investigation and/or hearing. Competition points and points scored by the team in the match in which the player took the field will be confiscated and the team may lose (3) competition points and fined or other penalty. Approval must be obtained from the NSWRL.
5. Within the same age group, a player may play in a higher DIVISION a maximum of four (4) matches. On the fifth occasion, a player will be considered to be part of the secondary team (the higher division team) and are no longer permitted to play in their primary team
6. If a team requires players to play up an age or up a division, the limit is three (3) players per match and any player may not participate for a secondary team at the expense of registered players to that team as their primary team
7. A player who plays in a higher age group than his birth age group, the player must only move to a division that is no lower than 2 divisions from the division of the team they are registered in. Only two players are permitted to move. IE Under 10 division 2 can't go below Under 11 Division 4, otherwise there is no restriction. (If in doubt, contact the Junior League Office.) Further, a division 1 player wanting to play in a higher age group than his birth age group, must not play in a match in a division lower than division 2.
8. A player who registers in a higher age group than his birth age group is NOT permitted to return to the lower age group at any time during the season. Competition points and points scored by the team in the match in which the player took the field will be confiscated and the team may lose three (3) competition points and fined or other penalty. This is a serious breach of the PDJRL rules, and the player will be declared unqualified and/or be suspended.
9. A player that qualifies for a final's series in their registered team, and the age group or division above is higher and not more than 1 year above their actual age group, the player automatically qualifies for the older age group or division finals series without playing a competition match.

3.16 PLAYING A PLAYER ABOVE THEIR NATURAL AGE GROUP

NATURAL AGE GROUP

1. A player is naturally eligible to play in the competition which is named Under, and then the age that the player is turning in the calendar year that the competition is being run (e.g. A child born in the year 2000 can play Under 15s in 2015, as they will turn 15 in that calendar year. A child born in 2005 can play Under 10s in 2015 as they will turn 10 in that calendar year).

AGE GROUPS

2. Unless otherwise approved by a Club and a District or Region (using one of the processes below) players will play in their correct and natural age group which is outlined above.

PLAYERS PLAYING ONE YEAR ABOVE THEIR NATURAL AGE GROUP

3. A player shall be allowed to play in an age grade competition that is one year above the competition that he or she is naturally eligible to play in (player born in 2005 and registered in 2015 CAN PLAY in Under 10s and Under 11s).
4. All players who are playing up an age group must have a completed Playing in a Higher Age Group Consent Form before taking the field. This form must then be sent to the League Administrator at the earliest convenience after participation. The form must be authorised and uploaded to the player's member record on MySideline.

PLAYERS PLAYING TWO YEARS ABOVE THEIR NATURAL AGE GROUP

In exceptional circumstances only, a club can apply to the NSWRL to have a player permitted to play two years above the age group that he or she is naturally eligible to play in under the following conditions:

5. A Playing in a Higher Age Group form, with parental consent, is to be completed and submitted to the Junior League for approval
6. In SYDNEY METRO – Once approved by the District, the application should be forwarded to the NSWRL for final approval before the player can take the field in the higher age group
7. The decision of the NSWRL will be final and no appeal available to any decision made
8. If approved, the form will be authorised by NSWRL and uploaded to the player's member record on MySideline

DUAL AGE GROUP COMPETITIONS – PLAYING ONE YEAR ABOVE THEIR NATURAL AGE GROUP

9. If there is no competition in the player's natural age group, then the player is eligible to play in an age group one year above (e.g. if a player is turning 17 in a calendar year and there is no Under 17s competition offered for players the player is eligible to play Under 18s). Player will still be required to complete a Playing in a Higher Age Group Consent Form (as per PLAYERS PLAYING ONE YEAR ABOVE THEIR NATURAL AGE GROUP above).

DUAL AGE GROUP COMPETITIONS – PLAYING TWO YEARS ABOVE THEIR NATURAL AGE GROUP

10. If a player wishes to participate in a dual age group competition (e.g. Female Tackle Competitions where age groups offered are Under 14 then Under 16 then Under 18) from an age group that is not within that dual age group (e.g. player turning 12 wishing to play in Under 14s (that includes Under 13s and Under 14s players) or Under 14s player wishing to play in Under 16s (that includes Under 15s and Under 16s) then only under exceptional circumstances the player can apply to play in the higher age group using the process for PLAYERS PLAYING TWO YEARS ABOVE THEIR NATURAL AGE GROUP.

3.17 PLAYING A PLAYER BELOW THEIR NATURAL AGE GROUP

1. A player shall not participate in an age group lower than their natural age (i.e. a player turning 8 years old this calendar year cannot play in the Under 7s).
2. The policy applies to all Junior, school age grade, competitions, matches (up to and including U16s) played in New South Wales.
3. This policy aims to protect the safety and welfare of age grade Rugby League players by trying to ensure that participants with broadly compatible physical development and skill levels play with and against each other.
4. In exceptional circumstances, which may include circumstances of physical or intellectual disability, a player may apply to the NSWRL for a Medical Exemption to participate in an age competition that is below the players own age.

3.18 NUMBER OF PLAYERS ON THE FIELD

MINIMUM AND MAXIMUM NUMBER OF PLAYERS REQUIRED ON FIELD FOR EACH AGE GROUP							
AGE	MINIMUM NUMBER TO TAKE FIELD	MAXIMUM NUMBER TO TAKE FIELD	MAXIMUM TIME LIMIT TO TAKE THE FIELD	AGE	MINIMUM NUMBER TO TAKE FIELD	MAXIMUM NUMBER TO TAKE FIELD	MAXIMUM TIME LIMIT TO TAKE THE FIELD
UNDER 5	4	6	16 mins	UNDER 15	9	13	Full time
UNDER 6	4	6	16 mins	U12/14 FEMALE	9	13	Full time
UNDER 7	4	6	16 mins	U16/18 FEMALE	9	13	Full time
UNDER 8	6	8	16 mins	OPEN FEMALE	9	13	Full time
UNDER 9	6	8	Half time	UNDER 16	9	13	Full time
UNDER 10	8	11	Half time	UNDER 18	9	13	Full time
UNDER 11	8	11	Half time	UNDER 20	9	13	Full time
UNDER 12	9	13	Half time	UNDER 23	9	13	Full time
UNDER 13	9	13	Full time	OPEN AGE D2	9	13	Full time
UNDER 14	9	13	Full time	OPEN AGE D1	9	13	Full time

1. In the event of any team playing with less than the minimum number of players (as listed above), it shall be the duty of the opposing captain or club official to draw the referee's attention to that fact.
2. In the event of a team having less than the minimum number of players, the game shall be terminated immediately and the match awarded to the opposing team.
3. The only exception being in International Grades, if the ninth available player for a team is in the Sin Bin the game can continue as the player will retake the field when his penalty is completed.
4. Should the referee or League Administrator become aware of and satisfied that a team has more than the authorised number of players on the field, any points scored whilst the additional player(s) were on the field shall be deducted. The referee may order the removal of the additional player(s) from the field and if that order is not observed immediately shall award the match to the non- offending team.
5. Any appeal or protest under this rule will be dismissed if evidence supports the fact that the appellant club's captain and/ team officials were aware of the breach during or immediately after the match and failed to bring it to the notice of the referee at the time by reporting the matter to the official table.
6. When arriving at a decision the adjudicating subcommittee or the League Administrator will consider the amount of time the additional player(s) were on the field and the impact that it had on the outcome of game and specifically, address that issue in its adjudication.
7. Should a team begin a match with less than the prescribed number of players, it may fill the vacant place(s) at any time during the match, provided the on-field duration rule/time for the mini and mod players is observed.
8. If a team is short of players at the time when the game is due to commence, it will be allowed fifteen (15) minutes to allow missing players to arrive at the ground and then take the field, however, when the minimum number of players have signed on, the team shall take the field and commence the game, irrespective if there are still other players missing. If the team refuses to take the field when the minimum number of players is available, the game will be forfeited to the opposing team.

3.19 NOMINATIONS AND GRADINGS

In localised Community Rugby League competitions, the League Administrator (in consultation with their board) will make determination on the following points.

1. Closing date for team Nominations are as per PDJRL calendar each year
2. A maximum of 48 teams may be nominated for the age groups of U5's to U15's, inclusive of all male and female teams
3. Distribute a nomination form to each club, which contains the terms and conditions on which a club may apply to nominate a team to participate in a competition, noting that a club which enters a team or teams in any competition in a particular season shall not be entitled as of right to enter any team or teams in any competitions in any subsequent season, and that the League Administrator and their board shall be entitled to refuse the application of any club to enter team(s) in its competitions.
4. Following completion of the forms, the clubs will return the form prior to the date determined
5. Grading of teams will take place in 3 phases and clubs will be advised of those gradings on each occasion for reassessment, then prior to the commencement of competitions
6. The competition rules and by-laws will determine late nomination of teams and may make adjustment to those already nominated if required.
7. Clubs may make representations to the GM in regards to any nomination or grading matter.
8. At the end of the season will advise clubs of the proposed grading's for the following season (if applicable).
9. At the time of the next seasons nomination of teams, clubs have the opportunity to advise any matter associated with grading of teams (i.e. loss of players, number of first year players) to meet club Development Strategies.
10. In line with the competition rules and by-laws teams will be regraded in the event that there are two teams from the same club in the same Division, those teams will be drawn to play each other in accordance with normal draw allocations.

MAXIMUM NUMBER OF TEAM REGISTRATIONS PER AGE GROUP					
AGE	MALE & MIXED	FEMALE	AGE	MALE	FEMALE
UNDER 5	UNLIMITED		UNDER 15	UNLIMITED	
UNDER 6	UNLIMITED	TWO	UNDER 16	TWO	
UNDER 7	UNLIMITED		UNDER 18	TWO	
UNDER 8	UNLIMITED	TWO	UNDER 20	TWO	
UNDER 9	UNLIMITED		UNDER 23	TWO	
UNDER 10	UNLIMITED	TWO	OPEN AGE MALES	ONE	
UNDER 11	UNLIMITED				
UNDER 12	UNLIMITED	TWO	UNDER 16 FEMALES		TWO
UNDER 13	UNLIMITED		UNDER 18 FEMALES		TWO
UNDER 14	UNLIMITED	TWO	OPEN AGE FEMALES		ONE

3.20 GAME MANAGEMENT – DURATION/PERIODS/BALL SIZE

DURATION – PERIODS OF PLAY – BALL SIZE							
AGE	NUMBER OF PERIODS	DURATION PER PERIOD	BALL SIZE	AGE	NUMBER OF PERIODS	DURATION PER PERIOD	BALL SIZE
UNDER 5	4	8 mins	Mini	UNDER 15	2	25 mins	International
UNDER 6	4	8 mins	Mini	UNDER 16 F	2	25 mins	International
UNDER 7	4	8 mins	Mini	UNDER 18 F	2	25 mins	International
UNDER 8	4	8 mins	Mini	OPEN FEMALE	2	30 mins	International
UNDER 9	4	8 mins	Mini	UNDER 16	2	30 mins	International
UNDER 10	2	20 mins	Mod	UNDER 18	2	30 mins	International
UNDER 11	2	20 mins	Mod	UNDER 20	2	30 mins	International
UNDER 12	2	20 mins	Mod	UNDER 23	2	30 mins	International
UNDER 13	2	25 mins	International	OPEN AGE D2	2	30 mins	International
UNDER 14	2	25 mins	International	OPEN AGE D1	2	40 mins	International

3.21 COMPETITION STRUCTURES

For localised competitions, The JL Board shall decide the competition structure, criteria, by-laws and method of conducting the competitions each season. This includes but is not limited to:

1. A first division competition must be identified and sustainable for any male or female competition to proceed into a new season. There is a requirement to have a minimum of six (6) teams in a specific age group/division to form an official competition.
2. Matches are played on dates fixed and shall commence at such times and played upon such grounds as may be directed by the PDJRL General Manager. This includes Fridays, Saturdays and Sundays
3. In all competitions, a series of games shall be played in which each team will play each other team at least once in each age division, unless otherwise advised.
4. Clubs are unable to nominate more than 45 teams in the age groups from under 5's to under 15's
5. The PDJRL has adopted a policy that sees all under 5's to under 8's played as non-competitive Rugby League. While scores are kept for these matches and no ladder will be formulated.
6. The two (2) teams that contested the previous season's Grand Final will be elevated one (1) division.

COMPETITIONS

The Female Competition structure will be as follows:

7. Saturdays – U6 – U8 – U10 – U12 – U14
8. Sundays – U16 – U18 – Open Women

The Male Competition structure will be as follows:

9. Saturday – U5 – U6 – U7 – U8 – U9 – U10 – U11 – U12 – U13 – U14 – U15
10. Sundays – U16 – U18 – U20 – Open Men

“The PDJRL Board will only endorse the administration of an U23s local competitions if”

11. A first division competition is entered
12. A first division Sunday club is deemed valid by having either:
 - a. Entered both an U18 and U20s team in division 1 in the local competition for the current season
 - b. Entered a Sydney Shield or higher NSWRL competition for the current season
13. Six (6) or more teams that meet the criteria will constitute a first division competition
14. If a first division competition is created, the Board may consider more divisions where appropriate

“The PDJRL Board will only endorse the administration of an Open Competition in local competitions if”

15. A first division competition is entered
16. The Board is to review and accept the validity of a first division nomination by a club
17. Six (6) or more teams that meet the criteria and who are accepted by the Board as a valid first division squad will constitute a first division competition
18. If a first division competition is created, the Board may consider more divisions where appropriate

“If the criteria set for a local administered U23's or Open competitions is not achieved, a club”

19. Will not have consent to enter an under 20s NSWRL conference competition
20. May have consent to enter an under 23s or open NSWRL conference competition. A nomination must be prior approved by the Board of Management.

3.22 BYES

BYES

1. A BYE shall count as a win, not as a match played. Teams will receive appropriate points for a win as per the competition rules.
2. For the purpose of a player serving a suspension, a BYE will count as a match played if the BYE was introduced after the commencement of the competition or after the player was suspended.
3. With regards to washouts, A BYE will not be counted as a win and no points will be allocated. Junior Leagues may apply to the NSWCRCLA to alter the points set out above.

3.23 COMPETITION POINTS

THE FOLLOWING POINTS SYSTEM CAN BE ADOPTED FOR COMPETITIONS IN NSWRL.

1. PDJRL Points system

WIN	Two (2) points for the winning team
DRAW	One (1) point for each team
LOSS	Nil points awarded to losing team
FORFEIT	Two (2) points awarded for the non-offending team
BYE	Two (2) points for the team that has the Bye

2. Junior Leagues may apply to the NSW CRLA to alter the points set out above.

3.24 COMPETITION TABLES

1. The competition tables (ladders) will be listed on the associated Junior League and / or Conference Competitions website.
2. In the event of errors, the League Administrator and / or NSWRL representative will not make any changes until the sign on sheets, or other records, have been provided as proof of error.
3. No competition tables or ladders should be created or displayed for non-competitive age groups

3.25 COMPETITIVE / NON-COMPETITIVE MINI FOOTBALL

1. The PDJRL in association with the NSWCRCLA has adopted a policy that sees all Community Rugby League (Under 5s to Under 8s inclusive) played as non-competitive football.
2. While scores can be kept in matches, no results will be recorded and no ladders will be formulated. All Gala Day activity is to be based on non-competitive participation.
3. In the Under 8 age group only, end of season Gala Day competitions, may include games played in a competitive environment for the purposes of score collection for grading of teams for the following season.

3.26 MERCY RULE

1. All matches in the Under 5s to Under 15s competitions will stop immediately when there is a points differential of 50 points.
2. All matches in the Under 16s to Open Age competitions will stop immediately when there is a points differential of 60 points.
3. Officials at official tables will sound the siren at the appropriate time.
4. The maximum score differential that will be recorded is 50 points for Under 5s to Under 15s, or 60 points for Under 16s to Open Age competitions.

3.27 FORFEITS

1. Any team/club that has forfeited twice in succession or three times in total may face elimination from the respective competition unless otherwise stipulated in the competition rules and by-laws.
2. When a team/club forfeits to another, that match shall count as a match played and be declared in favor of the club forfeited to.
3. When a team/club is aware it is going to forfeit the following people should be advised immediately:
 - a. The opposing club Secretary
 - b. The Secretary of the Referee's Association
4. The competition rules and by-laws will determine the for and against points allocated, if any, when there is a forfeit:
 - a. The PDJRL uses a 17' points 'FOR' and '0' points against system when a team forfeit
 - b. PDJRL Competitions–forfeits must be notified to your GM in writing by no later than 10:00am of the Friday before the match. Any forfeit after this point in time will incur a \$400 fine payable to the PDJRL within 14 days of the forfeit (if not paid the team will be forced to forfeit the following match and PDJRL will issue a subsequent invoice)
 - c. For eligibility purposes, a list of player names that were available to take the field for the scheduled match (17 maximum) must be submitted to the GM by the club receiving the forfeit before 5pm on the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will NOT be granted a game for qualification purposes.
5. If a team forfeits a Grand Final, all the registered players and officials in that team will have an immediate 12-month calendar suspension imposed unless there are proven exceptional circumstances.
6. Notification of Forfeits must be made in line with time limits of which are stipulated in the relevant competition rules and by-laws. Please note additional forfeit ramifications may be applied in line with the relevant competition rules and by-laws.

3.28 WITHDRAWAL OF TEAMS

1. A club that withdraws a team after a competition has started will be invoice the team fee and may be fined and must report all facts to the GM
2. If a player requests a transfer to a club, all transfer rules will apply. The Board of Management will have discretionary power to approve or deny a transfer on any players coming from a team that have folded only.
3. All players have the right of appeal. The appeal procedure must be followed and must be submitted to the PDJRL with the appeal fee within 48 hours of a decision being made.
4. If the reason for withdrawal is the loss of the coach, the reason for the coaches' withdrawal is to be advised and the steps the club has made to keep the team functioning.

3.29 GAME RULES – UNDER 5's to UNDER 12's

The Laws of the International Game of Rugby League shall apply in the U5 to U12 years age groups subject to the following modifications:

1. **DUMMY HALF (DH):** The player who first plays at, or takes possession of, the ball after a teammate completes a play-the-ball. **FIRST RECEIVER (FR):** The player who first plays at, or takes possession of, the ball after it is transferred to that player by an onside transfer/pass from the Dummy Half.
2. **TAP KICK RE-START:** Is taken from the Centre of the Halfway Line, (U5/U7 5m out from try line) after points have been awarded, by the non-scoring team. The ball must be placed on the ground and released, the player must contact the ball with the foot. This re-start must be rotated amongst the players on the field.
3. **VESTED PLAYER:** A player in the 8-12 years' game who is wearing a vest to signify that they are the designated Dummy Half (DH) or First Receiver (FR).
4. At a minimum, vests must be rotated at half time in U8–U11 year age groups and cannot be worn again by the same player in that match.
5. Rotation of vests shall be optional in the 12-year age group
6. **GOAL KICKS:** In Mini no goal kicks for U5's to U7's
7. **In U8's to U11's** – a goal may be attempted only after a try has been scored. The attempt may be taken by either a drop kick or a place kick. These kicks need to be recorded on sign on sheets
8. **U12 Mod League** Conversion by place kick only. U12's the kick for conversion cannot be taken any further than the 20-metre line in from touch, any conversion inside the 20-metre mark will be at the mark given by the referee.
9. **NOTE (for ages U8's to U12's):** If a player who has already attempted a kick at goal, attempts another kick at goal prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, another attempt will not be provided to convert that try.

3.30 TIME OFF, INJURY TIME & CHANGES TO DURATION OF GAME

1. For competitions administered by PDJRL, time off shall NOT be allowed in both halves during regular season competition matches.



SECTION 4

4.1 GROUND MANAGERS

Be visible and alert and aware of activity inside the spectator fence or rope and do everything possible to ensure the wellbeing and safety of patrons. Have a good knowledge of the crowd and ground control rules and policy that applies and utilise the junior league incident reporting process that is in place.

TRAINING, POLICY AND ADMINISTRATIVE REQUIREMENTS

Because of the complex nature of the ground manager's tasks and responsibilities and the threat of litigation and the possible exposure of the club to legal action should a serious incident occur, it is important the ground manager is well prepared and aware of the responsibilities that are involved and complies with them.

THE KEY TASKS OF A GROUND MANAGER ARE:

1. Have a good knowledge of the club and junior league disciplinary procedures and rules that apply to both the home and visiting clubs.
2. Do everything possible to ensure the safety and wellbeing of patrons whilst they are at the venue.
3. Attend meetings and co-operate with the district/regional league managers. Observe and support district or regional club crowd and ground control requirements and report any exceptions
4. During game day duties, check appropriate accreditations and player identification
5. DO NOT ALLOW GAMES TO COMMENCE WITHOUT THE NECESSARY TEAM STAFF IN ATTENDANCE AS PER THESE POLICIES & PROCEDURES
6. Have a list of Local Hospital Emergency Departments or Local Doctors or Medical Centre's available to assess injured players

SPORTS TRAINERS IN ATTENDANCE

7. Ground Managers are responsible for ensuring that each venue or team has appropriately accredited Sports Trainers in attendance before any match can commence. These requirements are outlined in the NRL On- Field Policy. Ground Managers must identify Sports Trainers through Match Day Cards and their accreditation verified using the same process. Sports Trainers should be marked on the sign on sheet and their signature is required prior to the commencement of the game.
8. Should a team present without the required Sports Trainer the Ground Manager must direct that the match CANNOT start. All persons must comply with the direction of the Ground Manager that the match not start and it shall be deemed a forfeit.

COMMUNICATION AND AWARENESS

9. Because of the time involved, multiple grounds being used and the number of games that are played at some venues, ground managers are not expected to be able to witness every breach or exception that occurs but are encouraged to have a general overview of the majority of club activity on the clubs' home ground when matches are played and have effective reporting and communication processes in place to keep themselves informed of various developments.

EVALUATE AND REPORT INCIDENTS

10. The ground manager will be expected to evaluate incidents that occur and report appropriate rule breaches and issues to the League Administrator, without delay by way of fax, e-mail, telephone or personal visit to the junior league office.

SUPPORT FROM JUNIOR LEAGUE

11. The junior league will support, co-operate and assist all clubs and ground managers and do all reasonable things to protect the interests and wellbeing of everyone involved in managing and over viewing the junior league rules, codes of conduct and good behaviour rules.

HOME CLUB RESPONSIBILITY

12. The home club will be responsible for the control of spectators and supporters and should do everything possible to ensure there are no breaches or breakdown of the junior league and club codes of conduct and good behaviour rules.

MATCH DAY REQUIREMENTS

Utilise junior league incident report form – a club ground manager or other official shall utilise the junior league incident report forms and report all available information, regarding serious breaches of the junior league rules, codes of conduct and good behaviour rules, prior to 10am on the Monday following the incident. See following examples:

13. The identity of any person who makes an unauthorised entry inside the spectator fence or onto the playing field, including players, coaches, trainers and managers.
14. All assault matters and the identity of those involved.
15. Abusive, insulting, threatening language or harassment of any referee, touch judge, official or other person.
16. Crowd disturbance, riots, brawls etc. and the cause.
17. Any person under influence of intoxicating liquor or Other substances is a serious breaches of junior league rules.
18. The home club ground manager shall ensure written records of the names of authorised persons (except coaches, trainers, team managers and players) allowed inside the spectator fence are kept and present same upon request to the junior league when required.

IDENTIFICATION OF VOLUNTEERS / SPECTATORS

The ground manager or official performing that role is authorised to take the following action to ascertain the identity of any person who has committed a breach of the junior league rules.

19. Approach the coach, trainers and team manager of the team the offending person is supporting and request the offender's name.
20. If the coach, trainers or manager refuses, hinders or harasses efforts to obtain that information, they will be in breach Junior League rules.
21. The penalty may be loss of competition points for the team and/or other penalty.

CHECKING THE PLAYING SURFACE / FACILITIES

22. Check playing field and surrounds to ensure all safety measures and requirements of the junior league and the home club have been observed and there are no major depressions, foreign or dangerous implements or articles protruding or evident. Fields without permanent fencing are required to be "roped-off" to keep spectators a safe distance from the field of play. It is recommended any temporary fencing or "roped-off" area of a playing field should be constructed at a minimum three metres from the external perimeters of the field of play.

BREACH OF JUNIOR LEAGUE RULES

23. Any person (includes player, coach, trainer, manager) official, parent, spectator, supporter or other person shall be in breach of the junior league rules, codes of conduct and good behaviour rules, if they assault, threaten, harass, intimidate, abuse or otherwise cause serious inconvenience to another person at any junior league venue or playing field.

REPORT TO POLICE

24. It is standing junior league policy to report all assaults and serious altercations to the police and to firmly support any action that is taken. There will be no hesitation to provide documentation and records to the authorities and do everything reasonable and possible to assist with the identification and prosecution of offenders. Any person who is seriously threatened or assaulted who doesn't report the matter to police will be in breach of Junior League Rules.

SERIOUS INCIDENT, SERIOUS INJURY OR DEATH

25. Give immediate assistance to those injured or in distress. If waiting for an ambulance or other services, move them away from any danger or further harassment. Obtain urgent medical or other support by telephoning 000 for Ambulance, Police or Fire Brigade. Every club has trained medical trainers who can be utilised in an emergency.
26. Protect and secure the victim's property and possessions and provide a safe and secure environment if children are involved or with victim.
27. A copy of the guidelines (this document) is contained in the competition rules match day procedures manual on the official table. If in doubt, contact the Junior League Manager and ask for advice.
28. Make a note of circumstances of the incident. The time it happened, what happened, the cause if known and who was involved.
29. Identify any offenders and detain if possible. Whilst waiting for the Police, Ambulance or other services, identify any witnesses who were present and ask them to wait and assist with enquiries.
30. Co-operate and assist the emergency service teams when they arrive.
31. Contact the League Administrator and advise details. If necessary, he will make immediate arrangements and act to assist the Ground Manager.

FOLLOW UP BY ASSISTING THE VICTIM, OR FAMILY OR RELATIVES: -

- » Advise them the matter will be followed up by the Junior League Manager
- » Give them the contact number of the Junior League Manager
- » Visit hospital or doctor's surgery with them
- » Telephone victim(s) later that night to see how they are
- » Find out what can be done to assist them

In very serious cases (serious injury or death) it might be necessary to arrange a counsellor (the Junior League Manager can assist with contact numbers) and get that person to conduct a counselling session as soon as possible with family members, team members, close friends and club members etc.

Follow up by submitting a written report to the Junior League Manager.

4.2 GROUND & MATCH PREPARATION REQUIREMENTS

The HOME CLUB is responsible to ensure the following matters are provided to the satisfaction of the Junior League Board:

1. Correct size and number of footballs
2. Ball boys (if required)
3. Corner posts and goal post pads – agility poles cannot be used as corner posts
4. Correct ground/field markings in accordance with the Laws of the Game, any other applicable rules or regulations under which the applicable matches are played, and any directives of NSWRL/NSWCRLA
5. Competition rules match day procedures manual
6. Time keepers (team managers) clock, siren or bell
7. Match sign on sheets
8. Stretcher and first aid box
9. Receptacle for blood soiled dressings etc.
10. Clean dressing rooms and toilets
11. Canteen facilities for spectators
12. Easy access for ambulance and prompt medical contact
13. Keep unauthorised persons outside spectator fence
14. Only use approved Kicking Tee's
15. Inspect playing field and surrounds to ensure all safety measures are in place and there are no foreign or dangerous articles or implements protruding or evident.

THE VISITING CLUB IS RESPONSIBLE TO SUPPORT AND ASSIST THE HOME CLUB IN RELATION TO THE PROVISION OF THE ABOVE (IF POSSIBLE) AND THE FOLLOWING:

1. Control of their own spectators, supporters and parents
2. Good behaviour of their players and team support staff
3. Provide a time keeper (team manager)
4. Assist home club to keep unauthorised persons outside spectator fence
5. Proper medical procedures for care of own players

4.3 SCORE / OFFICIAL TABLE REQUIREMENTS

The following is required to be provided at the Score / Officials table:

1. 5 chairs, 1 for ground manager, 2 for opposing managers and 2 for sin bin
2. 1 table
3. Working pens
4. 1 bell or hooter to signal players to field, half time and end of play
5. 3 Clocks

4.4 REFEREES

1. It is the firm policy of the PDJRL not to interfere with the result of a match due to a referee error on the field. Any complaint received about a match official will be forwarded to the Referees Association.

CONDITION OF GROUND

2. Where there is doubt regarding the fitness of a ground where a competition match is to be played, consultation between the referees, two captains and senior officials from each club should take place with the final decision resting with the referee.

REFEREE TERMINATING A MATCH

3. The referee has the discretion to terminate a game whenever by reason of climatic condition, interference of spectators or other causes where the referee deems it necessary. In all cases in which a game is terminated the referee shall advise the League Administrator through the Secretary of the Referees Association prior to 5.00pm on the following Monday by submitting a written report.

REFEREES APPOINTMENTS

4. The Referees Appointments Board shall appoint referees to games.

REFEREE NOT IN ATTENDANCE AT A GAME

5. In the event of the referee so appointed not attending within fifteen (15) minutes after the time set down to commence, A written report in this instance is to be forwarded to the League Administrator from the home team Secretary.

APPROACHING A REFEREE OR TOUCH JUDGE

6. It is a breach of the NSW Community Rugby League Association Rules for a player, coach, trainer, manager or other official to 'approach' a referee or touch judge before, during or following a game to seek a rule explanation or for any other reason directly relating to a game.
7. Breaches of this rule may, upon conviction, result in loss of points, suspension or other penalty and result in Coaches and / or Trainers having their qualification / certificate suspended or cancelled.

COMPLAINTS BY REFEREES

8. All complaints by referees must be submitted online by 5.00pm on the Monday following the match.

ABANDONED GAMES

9. In the event of a game being abandoned by the referee, or if for any other reason a game was not completed because of an on-field incident(s) and/or behaviour by players, the incident will be referred to the Code of Conduct Panel and an adjudication will be made.
10. Any club who feels their team has been unfairly dealt with or harshly treated by this adjudication may make representations to the board however severity of sentence cannot be used as a defence.

UNAUTHORISED ENTRY – PREVENTING GAMES CONTINUING

11. The referee shall not allow any person apart from the players and authorised team support officials onto the playing area without permission (this includes coaches, parents, spectators and others) and should anyone make an unauthorised entry onto the field they will be in breach of the junior league rules and codes of conduct.
12. If a parent, coach or other person during the game became aware of any circumstances deemed contrary to the welfare and interest of the referee, a player or any authorised person on the field, the matter should be brought to the attention of the ground manager in a civil and courteous manner. The ground manager will evaluate the information and if deemed necessary bring the matter to the attention of the referee via the official touch judge. If there is no official touch judge the ground manager may enter the field of play and approach the referee.
13. Any person acting contrary to this clause will be in breach of junior league rules and codes of conduct.

4.5 TEAM COACH

1. **QUALIFICATION** – All coaches must hold an appropriate coaching qualification and must renew before the season starts if the qualification expires prior to the end of the season. A qualified coach must be present for every team, prior, during and at the completion of every PDJRL game.
2. Clubs shall arrange a meeting of all team coaches prior to the commencement of the competitions and shall advise the date of such meeting to the PDJRL office well in advance.
3. All under 5's and under 7's coaches or accredited individual are required to referee their own fixtures each week.
4. Clubs are encouraged to invite a representative of the PDJRL to attend the first period of such meeting and address those present regarding Codes of Conduct, new rules and other matters relative to the competitions and player and team behaviour.
5. Prior to a club appointing a person to a coaching position, that persons coaching qualification must be produced or obtained prior to round 1 of the competition. Clubs should not accept verbal assurances in this regard.
6. If after an investigation by the GM of a complaint or serious incident or breach of the Codes of Conduct has been carried out and there is reasonable cause to believe the team coach, ignored, refused or failed to observe and respect the Codes of Conduct, the accreditation of such person(s) may be withdrawn by the GM.
7. If evidence at a hearing indicates that the coach ignored and/or refused to take a responsible and involved leadership role, by trying to defuse and control a situation or incident, the team will face the loss of competition points, irrespective of the outcome of the match, in addition to any other penalty.
8. If there are complaints directly about the action and/or attitude of a coach of a team (swearing, abusing, yelling at players, Referees, officials, encouraging foul play and unfair play, or other breaches of the Codes of Conduct) and there is insufficient evidence to place the coach before the Conduct Review hearing, the matter will be referred to the GM or authorised person who will interview the coach or take other action.
9. **TASKS SPECIFIC TO COACH** – As a senior official and in accordance with PDJRL Rules, the coach of each team is responsible and accountable for the actions and behaviour of the players and team support officials of the team. The coach is expected to set an example to others by exercising self-control and discipline, act always in a professional manner and insist all players and team officials respect the Codes of Conduct.
10. Approach any player, team official or supporter being unreasonable, boisterous and/or using unacceptable language or exhibiting poor behaviour and ask them to refrain from such behaviour.
11. The coach is expected to show respect and support towards match and ground officials always, not 'coach' from the sideline and not go onto the playing field whilst a match is in progress. Only the coach is to be inside the spectator fence.
12. If the E-card of a coach is not sighted the person concerned becomes unqualified and is unable to take any part in the game and must be 16 years of age or over.
13. If a coach is not wearing their Panthers Juniors accredited team official shirt, a coach will not be permitted inside the fence or allowed to enter the playing field.

4.6 TEAM MANAGER

1. **TASKS SPECIFIC TO TEAM MANAGER** – Each club is required to appoint a manager for each team. The manager will oversee the team until the completion of the match and a reasonable period thereafter and support the requirements set out in the PDJRL rules in respect to the proper compilation of sign on sheets.
2. Before each game commences, check the E-cards of the opposing team to ensure all players names are properly recorded on the sign on sheet and that all E-cards of the opposing team players are valid. Any exceptions should be immediately brought to the notice of the opposing team manager and if reasonable request is ignored or refused, bring to the notice of the ground manager.
3. All exceptions to be reported to the GM with an incident report prior to 9am the following Monday.
4. The name of the trainer who attends the ground as the Level 1 (or higher qualified) trainer shall be endorsed on the sign on sheet and endorse the names on the match sheet of the match officials.
5. Check the E-cards of trainers, and coaches of the opposing team to ensure they are qualified. If the E-cards of a coach or trainer are not sighted the person concerned becomes unqualified and is unable to take any part in the game and must be over 16 years of age.
6. If a manager is not wearing their Panthers Juniors accredited team official shirt, a manager will not be permitted inside the fence or allowed to enter the playing field.

4.7 TEAM TRAINER

1. **QUALIFICATION** – All trainers must be registered and qualified with the PDJRL and have at least the League Safe qualifications or higher before they have any active involvement with any team.
2. From U5 to U12 a team may have 2 trainers on game day and must be a minimum of a LeagueSafe (Yellow) trainer and must have a minimum of a League First Aid ready and available at each field.
3. For U13 – U15 each team must have a minimum of a League First Aid.
4. U16 to 'A' Grade each team must have a minimum of a level 1 sports trainer.
5. **TASKS SPECIFIC TO TRAINERS** – All club trainers will be required to wear appropriate PDJRL clothing, whilst serving in a trainer's capacity with each club. Clubs are not permitted to provide their own trainers shirts. Loss of competition points and fines may result if any breaches occur.
6. **FIRST AID** – No person, other than a registered NRL Accredited League First Aid Level 1 Sports Trainer or Level 2 Sports Trainer, or higher qualification, with an NRL ID number shall administer first aid or offer advice to an injured/ill player.
7. Trainers who engage in bad sportsmanship, sledging or unseemly language on the field players may be dismissed from the field by the Referee and when leaving the field of play must do so immediately. To refuse or delay is a breach of PDJRL Rules.
8. If the E-card of a trainer is not sighted the person concerned becomes unqualified and is unable to take any part in the game and they must be over 14 years of age.
9. If a trainer is not wearing their Panthers Juniors accredited team official shirt, a trainer will not be permitted inside the fence or allowed to enter the playing field.





2021 PDJRL SIDELINE RULES

COMPETITION AGES ONLY



TRAINERS ARE ALLOWED TO ACCESS THE FIELD OF PLAY:

HOME TEAM		AWAY TEAM	
 PENRITH JUNIORS	WHEN YOUR TEAM IS IN POSSESSION OF THE BALL 1 TRAINER ONLY	 PENRITH JUNIORS	
	WHEN THE REFEREE CALLS 'TIME OUT' 2 TRAINERS ONLY		
TEAM COACH	TEAM MANAGER	TEAM COACH	TEAM MANAGER
	WHEN A 'TRY' IS SCORED 2 TRAINERS ONLY		
COACH 1ST WARNING	MANAGER 1ST WARNING	COACH 1ST WARNING	MANAGER 1ST WARNING
	WHEN YOUR PLAYER IS INJURED ON THE GROUND 1 TRAINER ONLY		

TRAINERS ARE NOT ALLOWED TO ACCESS THE FIELD OF PLAY:

TEAM TRAINER	TEAM TRAINER	WHEN YOUR TEAM IS NOT IN POSSESSION OF THE BALL NOT NEGOTIABLE	TEAM TRAINER	TEAM TRAINER
LEVEL 1 1ST WARNING	LEVEL 1 2ND WARNING	AT A SCRUM OR A DROP OUT NOT NEGOTIABLE	LEVEL 1 1ST WARNING	LEVEL 1 2ND WARNING
FIRST AID 1ST WARNING	FIRST AID 2ND WARNING	WHEN A MELE OR FIGHT BREAKS OUT ON THE FIELD NOT NEGOTIABLE	FIRST AID 1ST WARNING	FIRST AID 2ND WARNING
LEAGUE SAFE 1ST WARNING	LEAGUE SAFE 2ND WARNING	WHEN ANY TEAM ATTEMPTS A PENALTY GOAL NOT NEGOTIABLE	LEAGUE SAFE 1ST WARNING	LEAGUE SAFE 2ND WARNING

EJECTED COACH = FORFEIT

1. EACH TEAMS COACH / MANAGER WILL RECEIVE ONE WARNING. A SECOND NOTIFICATION WILL RESULT IN BEING EJECTED FROM THE GAME
2. EACH TEAMS TRAINERS WILL RECEIVE TWO WARNINGS. A THIRD NOTIFICATION WILL RESULT IN BEING EJECTED FROM THE GAME.
3. EACH TEAMS BENCH WILL RECEIVE TWO WARNINGS. A THIRD NOTIFICATION LOSS OF (3) COMPETITION POINTS & MAY FACE SUSPENSION.
4. EACH PERSON EJECTED WILL BE REPORTED TO NSWRL AND FURTHER SANCTIONS MAY FOLLOW
5. REPLACEMENTS CANNOT BE MADE AT SCRUMS OR DROP OUTS.
6. AFTER THE EJECTION OF A TEAM OFFICIAL FROM THE ILO OR REFEREE, THE MATCH MAY PROCEED IF DEEMED TO BE SAFE ENOUGH.

EJECTED NRL ID#
EJECTED NRL ID#
BENCH PENALTY TEAM:



EJECTED NRL ID#
EJECTED NRL ID#
BENCH PENALTY TEAM:

4.8 COACH / SPORTS TRAINER AT EACH GAME

1. The minimum requirements for on-field safety personnel for each match are prescribed by section 1.2 of the NRL On-Field Policy. These vary for each age range and from the under 16 age group upwards require there to be a currently accredited and registered sports trainer at the venue for each team playing in the match.
2. No match will start under any circumstances whatsoever without, as a minimum, the on-field safety personnel prescribed by the NRL On-Field Policy present and available at the match venue. Reference must be made to the NRL On-Field Policy, where these requirements are specified.
3. Please note: A Coach cannot act in the role of both an on-field safety person required under the NRL On-Field Policy and Coach during the same game, and vice versa, even if appropriately accredited. One individual is required for each role.

FURTHER TO THE REQUIREMENTS OF NSWRL COMMUNITY RUGBY LEAGUE POLICY AND THIS POLICIES & PROCEDURES MANUAL GENERALLY:

4. The ground manager is required to, and must do all things necessary for the purposes of determining whether or not the persons required to be present at a match in order for that match to be allowed to commence are indeed present in the capacities required;
5. It shall be the responsibility of the ground manager to record (and the ground manager must record) in his or her match day report the names of, and all other details of each of the people identified as being present at a match in order for that match to have been allowed to commence;
6. The ground manager must, in circumstances where he or she is not satisfied that the on-field safety personnel prescribed by the NRL On-Field Policy are present, direct that the match not commence.
7. **FOR THE AVOIDANCE OF ANY DOUBT** it shall be considered an egregious and extremely serious breach, by each club participating in a match, to allow or be involved in allowing a match to commence or continue under any circumstances, where one or more of the people required by this Policy 4.8 and the NRL On-Field Policy to be in attendance at the commencement of and for the duration of that match is not in attendance or present, regardless as to the reason for the absence or non-attendance of that person. Without limiting the sanction that might be imposed on a club, the match will be deemed as a forfeit by any team that does not have the required personnel present.
8. For the avoidance of any doubt, the minimum qualification requirements for sports trainer and other roles specified in these rules are as set out in the applicable NRL Policies incorporated into this Policies and Procedures Manual, including in particular the NRL On-Field Policy.

4.9 TEAM BENCH AREA

1. **QUALIFICATION** – All team officials inside the fence or roped area on match day must hold an appropriate qualification and the bench is restricted to the following for all PDJRL administered competitions:
 - a. One (1) Coach – One (1) Manager all age groups
 - b. Two (2) Trainers – U5s to U12s
 - c. Three (3) Trainers – U13s to A Grade

4.10 BALL PERSONS AND KICKING TEE RUNNERS

1. A maximum of two ball persons per sideline may be used by each club during matches
2. Ball persons must place and leave the ball on the touchline at the point where the ball crossed the line and next to the Touch Judge. Ball persons MUST NOT under any circumstances, throw the ball into the field of play or to a player close to the touch line
3. Ball persons who enter the field of play to deliver sand or kicking tees may only do so at a stoppage of play and must leave the field of play immediately
4. The minimum age of a ball person shall be 10.
5. Kicking Tee runners are not permitted to take to the field when penalty goals are attempted, or retrieve the tee from kick-offs

4.11 TEAMS NOT READY AT KICK OFF

1. The clock will start at the scheduled match time
2. Any team 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 League Administrator.
3. The result of the match shall be declared in accordance with the applicable competition rules that apply to that match. A club forfeiting a match shall be subject to sanction in accordance with the rules and regulations of the NSWRL.

4.12 CANNOT START A GAME

1. The clock will start at the scheduled match time
2. No match is permitted to kick off without, as a minimum, each team having an accredited coach and each fixture or team having an accredited League First Aid (Green Shirt) or Level 1 sports trainer (Blue Shirt).
3. If a coach, manager or a trainer are not wearing their Panthers Juniors accredited team official shirt, a coach, manager or trainer will not be permitted inside the fence or enter the playing field.
4. Please note a coach cannot act as the Sports trainer and vice versa, even if appropriately accredited. One individual is required for each role. A League First Aid, level 1, Level 2 or JLO is the only person to rule a player out of a game or if the player can continue in a game.

4.13 PLAYER ELECTRONIC MATCH DAY CARDS /SIGN ON SHEET

1. Player Electronic Match Day Cards / Sign on Sheets are to be presented prior to sign on and should be available at the officials / scoring table for the duration of the game. Any anomalies noticed with player identification should be noted on the sign on sheet and a follow up report should be submitted to the League Administrator.
2. If a player goes onto the field and plays without the player's identification being available at the officials / scoring table, the players team may forfeit any competition points gained as a result of that particular match. The player and the club could face disciplinary action unless the District League Administrator or Regional Manager and / or District or Regional match committee decides otherwise.
3. A team manager is entitled to check players' Match Day Cards from both teams prior to and during a game. The inspection process should be discreet and courteous. Opposing players and officials should not be cross- examined or put under duress. If player's cards are to be compared with players, this should be done by way of a visual inspection when the opposing team is signing on. Any apprehension, concern or suspected rule breach should be written on the back of the Sign on Sheet and a Junior League Incident Report submitted to the League Administrator prior to 5:00pm on the Tuesday following the match.

UNAVAILABLE PLAYER'S ELECTRONIC MATCH DAY CARDS

4. Team managers should check weekly to ensure all players and team officials identification is available for games. If an individual player's Electronic Match Day Card is not able to be produced at the official table that player should not take the field and if he does the team will be in breach of this rule.
5. In the event of team officials becoming aware before the weekend that the entire team's Electronic Match Day Cards are for some reason unavailable, they should advise the League Administrator in sufficient time so other authorisation can be arranged before the game.
6. In the event of team officials becoming aware on gameday that Electronic Match Day Cards are unavailable, they should advise the opposing team manager prior to the game. The game should be played first and any protest or complaint regarding the unavailability of the player's Electronic Match Day Cards should be attended to afterwards.
7. If there were extenuating reasons for the unavailability of the cards and all players involved in the game were registered in accordance with the rules, there is provision for the result of the game to be recognised.

4.14 SINGING OFFENSIVE TEAM SONGS

1. If a team sings a song with indecent or suggestive language, every player in the team who has signed the sign on sheet for that game will be held responsible and any action taken will involve all of those players, unless there are extenuating or acceptable evidence which clearly indicates a certain player(s) was not involved.
2. Upon receipt by the Junior League of a complaint, the Secretary of the club concerned (the club complained against) will be contacted and advised accordingly.
3. A full investigation into the complaint will take place and the matter will be referred to the Conduct Review Panel.
4. Any person who fails to provide information upon request may be suspended.
5. Any person who makes a complaint that is found to be groundless or frivolous may be called before the Conduct Review Panel on a charge of misconduct.

4.15 INTERCHANGE

U5'S TO U9'S JUNIOR LEAGUE

1. Each player is to play a MINIMUM OF TWO UNBROKEN PERIODS of eight (8) minutes.
2. 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 and not been replaced, or, for a player who has been injured or suspended.
3. A player may NOT be temporarily replaced if injured – the PDJRL does not adopt the three (3) minutes at any one-time rule. The replacement of a player is permanent, unless a player has completed two (2) unbroken periods of play.

U10'S TO U12'S JUNIOR LEAGUE

4. Each player is to play a MINIMUM OF ONE UNBROKEN HALF of a match (i.e. twenty (20) minutes).
5. A player, having played an UNBROKEN half of a match and been replaced, may be used at a later 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.
6. A player may NOT be temporarily replaced if injured – the PDJRL does not adopt the three (3) minutes at any one-time rule. The replacement of a player is permanent, unless a player has completed an unbroken period of play.

INTERNATIONAL FOOTBALL (U13'S TO OPENS)

Interchange rules are as per the Laws of the game. In International Rugby League matches:

7. Teams may sign on and use (17) players only in all divisions in international games only. Coaches who do not support this rule do not have to use the additional players if they prefer not to do so.
8. For age groups U13's to Open age, in all divisions, only 10 interchanges are allowed each game per team.
9. In the event of a head injury or concussion, a free interchange will be given for the player leaving the field however, that player will not be permitted to return to the field of play for the remainder of the match.

THE FOLLOWING RULES NEED TO BE FOLLOWED WHEN INTERCHANGING PLAYERS:

10. Interchange may only occur during general play (i.e. when the ball is in motion), after any scoring has been completed, or if play has been temporarily suspended by the Referee (e.g. injury or caution)
11. Maximum of two (2) interchange of players may take place at any one time
12. A replaced player MUST cross the touchline or dead ball line prior to his replacement taking the field
13. Interchange must not be made after the referee has ordered a scrum until the scrum has been completed. Unless it is to replace a bleeding player and the referee has signaled blood bin

4.16 ABANDONED MATCHES DUE TO INJURY, INCLEMENT WEATHER OR FOUL PLAY

INJURY & INCLEMENT WEATHER

1. Regular Competition matches abandoned with less than one full half of a game being completed will need to be replayed within 14 days.
2. The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.
3. In the event of an injury during the second half of play the clock should continue to run (including any required time-off). If the injury has not been cleared by the full-time bell, then the result shall stand as a full half was played.

FOUL PLAY

In the event that a match is abandoned due to foul play the following will apply:

4. The match will be considered abandoned.
5. Competition points will not be awarded to either side if evidence from the referee or the Ground Manager proves (following Conduct Review Processes) that both teams participated in foul play which lead to the match being abandoned.
6. Penalties for games abandoned due to foul play will be at the discretion of the relevant judicial/Code of Conduct Review Processes. The NSWRL would urge that in the majority of cases the games are not replayed and teams are liable for loss of competition points (pending outcomes of the relevant judicial/Code of Conduct review processes)

GENERAL RULES

7. The only person authorised to abandon a PDJRL game is the Referee.
8. The PDJRL and NSWRL abandoned matches (for any circumstance) must be played within 14 days of the original scheduling. If this cannot be achieved, zero points will be allocated to both teams involved.
9. It is the hosting club's responsibility to ensure that the district administrator and NSWRL club and competition coordinator are notified of any abandoned matches that have occurred at the venue.
10. If a match was abandoned, it must also be clearly written on the front of BOTH team sheets with the reason for abandonment (for example foul play, injury, electrical storm)
11. If councils close their grounds prior to the weekend (Friday 2:30pm) or the GM declares a washout on the morning of matches scheduled to play all matches for that weekend will be cancelled and will NOT be replayed.
12. If wet weather occurs from Friday afternoon to Sunday morning, all clubs with scheduled games must inspect their grounds with the match officials and the match official to declare field open or closed.

4.18 CHANGES TO THE DURATION OF A GAME – INJURIES

PROCEDURES FOR GAMES DELAYED DUE TO OR INJURY OR OTHER MATTER NORMAL PROCEDURES

1. If an injury or incident occurs in the first half or period of a match, clocks do not stop during periods of play and continue until the end of play.
2. At the end of a period of play the break clock starts and continues until the end of the break.
3. At the end of the break the clock starts for the next period of play and continues until the end of the match.
4. All players are to remain on field until the end of the scheduled match time
5. If an injury or incident occurs in the second half or period of a match, clocks do not stop during periods of play and continue until the end of play. If the match is unable to resume, as the match official commenced 2 periods of play, this will constitute a match being played and the result deemed valid.
6. If an injury or incident occurs from the previous match and the next match is unable to kick off at the scheduled start time, the match official will start the clock at the scheduled time and wait until the match is safe to start.
7. If the match kicks off before the end of the first half of play (or 2 periods of play for U9's or below age groups) and the match restarts for a second half of play (or 2 periods of play for U9's or below age groups) this will constitute a match being played and the final result valid.
8. If a match does not kick off before the scheduled break, the match will be deemed abandoned. A match is abandoned when two (2) periods of play are not started by a match official

EXTRAORDINARY SITUATION PROCEDURES

9. If the second half of a match is commenced but due to unforeseen circumstances which includes, but is no limited to, injury or weather conditions, the game shall be declared as 'played' and points awarded accordingly.

4.19 SIN BIN

1. Players sent to the sin bin by the Referee should immediately leave the field without comment, must report to the official table and obey all reasonable directions and remain there under supervision until he is authorised to re-enter the field of play.
2. The sin bin clock will commence when the player reports to the official table.
3. Players who leave the sin bin without permission face substantial penalty.
4. A player is officially in the sin bin immediately when the Referee gives such signal.
5. **MINI & MOD** players dismissed by the Referee for any misconduct, may be replaced immediately, any may return at the Referee's discretion. The dismissed player may be required to attend a meeting with the PDJRL after a match report is submitted from the match official and review process has taken place by the GM.

4.20 SEND OFFS

1. Any player who has been dismissed from the field of play / sent off, shall vacate the playing enclosure and will remove his playing jersey / resume ordinary attire, and shall be suspended from playing until he appears before the Judiciary and the matter has been fully dealt with.
2. The offending player may not re-enter the roped off playing area at any time.
3. Referees shall obtain the name of any offending player from the team captain or club official who is 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(s) concerned shall be reported by the referee to the League Administrator.
4. When a player has been "sent" from the field by the referee, the referee is obliged to complete a report. The offender's team manager should be issued with a duplicate copy of this report. The Referee must also complete the on-line Match Officials Report.
5. <https://www.cognitofirms.com/NewSouthWalesRugbyLeague/MatchOfficialsReport>
6. It is the responsibility of the club to know the identity of all players representing their club in all matches, including trial games.
7. Players sent from the field during trial matches will have to appear at Judiciary.

U5S TO U12S JUNIOR LEAGUE

U5s to U12s Junior League players may be dismissed from the field of play in one of the following ways:

8. Referee dismissed the player instantly for misconduct. This is an automatic minimum one match suspension (player can be replaced immediately).
9. Referee requests captain to replace player for remainder of the game. No further penalty to player sent off.
10. Referee requests captain to replace player for remainder of the third or half. No further penalty to player sent off.
11. Any misconduct in U5s to U12s Junior Rugby League should be officially reported in the same way as misconduct in an international grade game is reported

4.21 BITING, GOUGING, SPITTING or VILIFICATION ALLEGATIONS

When a participant indicates to the Referee that they have been bitten, spat at, eye gouged or subjected to verbal vilification (racial, sexual etc.) the Referee will:

1. Signal time off
2. Witness the injury (bite or gouge mark), or ask the participant to state the offending remark(s)
3. Ask the participant to identify the alleged offender
4. Call on to the field the Touch Judge who is situated on the official table side of the ground (or the Ground Manager if Touch Judge not assigned)
5. Call both Captains and the alleged offender to witness the injury (bite or gouge mark) and / or to hear the allegation
6. In the case of biting or gouging allegations, the Ground Manager shall be called on to the field to take a photograph of the injury
7. The Referee will ask the alleged victim if they wish to proceed with the allegation. If the response is affirmative the complaint cannot be withdrawn.
8. The Referee shall then inform players that he / she will complete a formal complaint form after the game regarding the incident
9. The Touch Judge on the official side of the ground (or Ground Manager if Touch Judge not assigned) will report the alleged offender's jumper number and the complainant's jumper number on the game sign on sheet
10. Play will then resume.

FOLLOWING THE MATCH:

11. The Referee and Touch Judges will complete an Incident Report / Match Report form indicating the nature of the complaint, and in the case of vilification, state the alleged remarks.
12. The Referee will notify the Executive Officer of the Complaint that evening
13. The Executive Officer shall then forward the report to the relevant League Manager who will issue relevant Notice of Charge forms.

4.22 RACIAL, RELIGIOUS & SEXUAL VILIFICATION REPORTING

1. Report the incident to the match Referee or Touch Judge straight away.
2. The Referee should ask the accusing player for an exact quote in the presence of the accusing player's team captain and at least one of the Touch Judges. The referee should also ask the accuser which opposition player is alleged to have made the comment. If he cannot point out this player, then the complaint cannot go ahead.
3. The Referee should then ask the accusing player "do you want to go on with this?". If the accusing player responds "yes", then there is no return – the matter cannot be "dropped".
4. The Referee will then call out the player accused of making the comment and his team's captain and repeat the allegation. Play will then resume.
5. The exact quote will then be included in the match official's Incident Report Form.
6. The player making the accusation will need to lodge a written complaint to the Secretary of his club which should be sent to the Administrator of that club's home district or region. This should be submitted by 5.00pm on the day following the incident.
7. The participant will have the option of having the matter:
8. Referred to the Conduct Review Panel
9. Referred to the Conciliation Process via the Human Rights Commission

4.23 UNAUTHORISED PERSON INSIDE THE SPECTATOR FENCE

1. It is a breach of the Rules for any spectator or unauthorised person to be inside the spectator fence, rope or barrier at any Junior League ground without the approval of the Ground Manager
2. If the Ground Manager refuses to support a person being inside the spectator fence, rope or barrier, the person concerned should leave the area immediately.
3. Only the following persons are authorised to be inside the spectator fence, rope or barrier at any Junior League playing field:
 - a. Players who are actively involved in the current fixture
 - b. The Coach, Trainers and Manager of each team
 - c. Approved medical support personnel
 - d. Club Officials or representatives authorised to perform crowd and ground control (i.e. Ground Manager/s)
 - e. Referees, approved touch judges and Referee Appointment Board representatives
 - f. Authorised persons who have been given authority by the Ground Manager or have legitimate reasons to be there (i.e. unofficial touch judge)
4. Persons refused entry may complain to the League Administrator.
5. The home club Ground Manager should be aware of the identity of authorised persons allowed inside the spectator fence, rope or barrier and advise same upon request to the Junior League Crowd and Grounds personnel or the League Administrator.
6. Before each game commences, each Team Manager shall check to ensure the procedures in relation to identification cards for all players, Coaches, Trainers, Managers, unofficial touch judges etc., are being observed and the names of unofficial touch judges, coaches, trainers, manager of each team have also been properly recorded on the sign on sheet.
7. Any exceptions should be reported to the Junior League by way of an Incident Report. It shall be a breach of rules if a Team Manager does not carry out such inspection.
8. The club Ground Manager should carry out random inspections throughout matches to ensure Team Managers are carrying out this function.

4.24 SUSPENDED PLAYER GUIDELINES

1. Suspensions imposed by NSW CRLA Affiliated Judiciaries and / or Code of Conduct Review Panels apply across all Rugby League activity. When a suspension is imposed by a NSW CRLA Affiliated Judiciary and / or Code of Conduct Panel, players are unable to participate in any organised Rugby League Competition or activity (at determination of the NSWRL) until the suspension has been served (includes School Football, Gala Days, Development Squads etc.).

SUSPENSIONS WILL BE ENFORCED ACROSS ALL JUNIOR LEAGUES.

2. NSWRL recognises that, in some instances, suspensions may be required to be served in different NSWRL competitions, and that the date on which a suspension is handed down may cause the suspension to carry over from one calendar year to the next. That being the case there is a need to allow suspensions to be served across certain competitions, while maintaining the intent of the original penalty.
3. When a player has a suspension that is unable to be served in the same calendar year in the competition from which the player was suspended, suspensions will be able to be served across the following NSWRL related competitions:
 - a. Junior League Competitions
 - b. NSWRL Conference Competitions
 - c. NSWRL Regional Championships
 - d. Junior Reps (Lisa Fiaola, Harold Matthews, Andrew Johns, Tarsha Gale, Laurie Daley and SG Ball)
 - e. Sydney Shield and Ron Massey Cup.
 - f. Harvey Norman Women's Premiership
 - g. Canterbury Cup NSW

IN ORDER FOR A SUSPENSION TO BE DEEMED TO HAVE BEEN SERVED THE PLAYER MUST:

4. Be a registered player in the related competition
5. Sit out the correct number of matches as deemed by the Judiciary of the original competition
6. After waiting the required number of matches as defined above, the player must then take to the field in the related competition in order for the suspension to be deemed served
7. The player must provide a statement to the Junior League in which the original competition was played showing proof that the suspension has been served in the related competition.

WHILE SUSPENDED, A PLAYER:

8. Cannot be inside the spectator fence or rope (the playing area) at any Junior League ground at any time while Junior League games are taking place
9. Is NOT permitted to act in any official club capacity
10. IS NOT able to act as a Sports Trainer, LeagueSafe Trainer or a runner for any team
11. IS NOT able to act as a coach unless express permission is granted by the relevant tribunal chair
12. IS able to participate in training activities.

EXAMPLE OF IMPLEMENTATION OF SUSPENDED PLAYER POLICY

13. If a player is suspended for three matches for an incident in the Grand Final of a 2015 District or Regional Community Rugby League Competition (Original Competition) but is selected to play in a Junior Representative team, to be able to play in the Junior Representative Competition (Related Competition) he / she must do the following:
14. Ensure the player is registered with a Junior Representative team for season 2016
15. Is ineligible to play Round 1, Round 2 and Round 3
16. Subsequently take to the field in Round 4 or later Rounds of the 2016 Junior Representative Competition (Related Competition)
17. The player will then be eligible to play in the next scheduled Round of the 2016 District or Regional Community Rugby League competition (Original Competition) as the player's suspension is now deemed served.
18. If a player does not participate in the 2016 Junior Representative Competition after the period of suspension has expired, the suspension will not be deemed served and the player will still be required to serve the period of suspension in the competition in which he next registers.

WHAT CONSTITUTES A MATCH SERVED IN SUSPENSION

» Regular Competition Match	YES
» Forfeit (Received)	YES
» End of Season Play Off Match Final Series Match	YES
» Bye (see section 3.2)	NO
» Trial (official or unofficial)	NO
» Washout	NO
» Forfeit (Given)	NO

Please note: the onus is on the player and / or the player's parent / guardian and club to ensure that the suspension is served in full before the player returns to the game.

CLEARANCE/TRANSFER OF SUSPENDED PLAYERS

19. Players who have current suspensions to be served may be cleared to another Junior League. The suspended player must not participate in any competition until the player's full suspension is served as per these rules.
20. NSWRL reserves the right to determine when a suspension is deemed to be served in situations that may not be covered by these rules.

TRIALLING WHILE UNDER SUSPENSION

21. Players will be eligible to participate in representative trial matches while suspended if the penalty points allocated to their suspension is under 201 points with the suspension to be served at the commencement of the first competition match of which the player registers in.

4.25 SUSPENDED & DISQUALIFIED PERSON

Suspensions imposed by any NSW CRLA affiliated District or Regional Judiciary or Conduct Panel are enforceable across ALL RUGBY LEAGUE Competitions. The following restrictions apply to any coach, manager, trainer, match or club official who has been suspended and or disqualified by any affiliated Community League or Disciplinary Tribunal.

A PERSON SUSPENDED OR DISQUALIFIED FROM ALL RUGBY LEAGUE ACTIVITY:

1. Cannot be inside the spectator fence or rope (the playing area) at any ground at any time whilst games and training are taking place
2. Cannot be in the dressing room at any time with any team
3. Cannot have any official involvement in club or Committee activities, meetings etc. – however the League board may allow suspended persons limited involvement in various activities
4. Cannot be involved in team warm up activities or matches at team talks prior to and during any Rugby League Activity
5. Can assist with barbeques, field set up, canteen etc. – providing the points above are adhered to
6. Players suspended by a Judiciary or Code of Conduct Review Panel are disqualified from participating in ALL Rugby League activities. League Administrators, in consultation with the respective Panel's Chairperson, have the discretion to allow a suspended player to coach, train, referee or officiate upon application.

PARENTS / SPECTATORS / OFFICIALS BANNED FROM ATTENDING JUNIOR LEAGUE MATCHES

Parents, spectators, and any other officials or players of the game who are banned from attending Junior League matches by a Junior League Affiliated Tribunal must not attend any Community Rugby League match, including, but not limited to:

7. Junior League Matches, including trial games
8. Schoolboy Rugby League Matches
9. Club Heritage Matches
10. League Gala Days and the like
11. Should a person banned from attending Junior League matches be found in breach of these conditions, the hosting club has the responsibility to request the match be suspended until such time as the offending person leaves the venue. The club is to report the matter to the relevant Junior League Manager and / or the NSWRL. The relevant Tribunal will issue a Code of Conduct Breach Notice. Following any hearing, the League reserves the right to suspend or deregister any siblings or relatives of the offender as it sees fit.

RESPONSIBILITIES OF CLUBS

12. If any team, club, player or official encourages or acts to support a suspended or disqualified person having access to a team or player, that team may lose competition points, be disqualified from the competition or have action taken against the Club, player and / or official.
13. Any member of the Executive of any club that is aware of such suspension or disqualification who fails to take reasonable action to prevent such a person having such access to a team, player or official activity, may face disciplinary action before the JL Association Board or League Administrator.

4.26 NRL CODE OF CONDUCT

The NRL Code of Conduct provides all participants – players, parents, coaches, referees, spectators and officials – with some simple rules that assist in delivering a safe and positive environment to everyone involved in the game.

Within that safe environment, every Rugby League participant has the best chance to enjoy the game. By accepting the standards of behaviour in the Code, we provide opportunities for young boys and girls to grow on the field - we build good players, good citizens and good communities in which Rugby League is a social asset. It is strongly recommended that everyone connected with Rugby League adopts these rules as an essential part of the way they contribute to our great game.

According to the general principles of the code, participants are encouraged and expected to:

- » show positive acts of sportsmanship,
- » demonstrate the greatest levels of respect
- » lead by positive example
- » celebrate the “good news” stories
- » accept that the integrity of the sport is of paramount importance.

To view or download a copy of the code please click below:

<https://www.playrugbyleague.com/referee/laws-of-the-game/code-of-conduct/>

4.27 NATIONAL SAFE PLAY CODE

The Safeplay Code was developed to emphasise safety and good conduct within the game of Rugby League by creating the best possible on-field environment and actively controlling undesirable actions. It applies to all players up to and including the Under 15 years age group. To implement the Safeplay Code:

Promoting the Code: All parents, players, coaches and referees should familiarise themselves with the “Safeplay Code” before the commencement of the season and subsequent matches. A copy of the Code should be available and prominently displayed at match venues and training sessions.

Referees: The Referee’s total implementation of the Safeplay Code is the key to its success. Referees must be fully briefed on the detailed workings of the “Safeplay Code”. The most suitable personnel to do this are the appointed Coaching and Development Staff or Referees’ Co-ordinators/Providers/Coaches.

Coaches: Coaches are the other vital factor in ensuring that the Code is applied successfully. All coaches must ensure that their players are aware of, and fully understand, the “Safeplay Code” and observe it “to the letter.”

All Matches: To ensure that all parties fully understand the Safeplay Code, a pre-match meeting should be held, at International Law games, between the match Referee, Coaches, Ground Officials and where possible, team Captains. It may take a few matches for Referees and players to become accustomed to the Code.

However, the right balance will soon be achieved as long as all concerned work together and realise that the code will benefit all players and the game.

Download a copy of the Safeplay Code

4.28 TOUGH LOVE IN LEAGUE POLICY

The Tough Love in League (TLIL) Policy applies to all age groups from Under 13s to Open Age (Junior League) competitions. A zero- tolerance approach to abuse and violence will be implemented across all NSWRL Junior League Competitions.

ON FIELD STRIKING / PUNCHING

1. Any player who throws a punch or “strikes” another during a match will be automatically sent from the field. If that player is subsequently found guilty at a Judiciary hearing, (in the absence of mitigating circumstances), the MINIMUM penalty will be a one- week suspension.
2. The Player(s) deemed to be the Aggressor in throwing a punch / punches will have their Judiciary charge graded as (at minimum) Medium (400 points).
3. Any player found guilty of breaching rule 1 for the second time in a season will incur an automatic MINIMUM 12-month suspension from the game.

TEAM REPLACEMENT PLAYERS

Over the past few seasons there has been an alarming increase in the number of team replacement players who illegally take to the field (leaving the team bench), when a melee begins, or when a perceived unfair decision or occurrence has taken place. As a deterrent to this type of behaviour, a zero- tolerance approach will be taken. The following penalties will apply for both the player(s) and team(s) concerned:

4. Participants who enter the field of play illegally will automatically be sent from the field.
5. Players found guilty of infringing Rule 2 will be suspended for a minimum of six weeks
6. The offending player’s team will be penalised three competition points for each player that breaches Rule 2. For example, if three players are found guilty of entering the field of play illegally, their team will be penalised six competition points.

SPECTATOR FIELD INTRUSION

7. Any spectator who enters the playing area or field of play with intent, or without the permission of the Ground Manager, will automatically be banned from attending Junior League matches for a minimum period of 12 months. Should a spectator contravene any such penalty, the League reserves the right to suspend any siblings of the parent or family involved from playing in NSWRL- related competitions. A bond / fine may be attributed to the spectator to allow them to resume attending matches after the expiry of the suspension imposed.
8. Failure to Identify - Should a Club fail to identify a person(s) who has breached Rule 3, the League reserves the right to suspend the team the spectator was supporting, until such time as the person is identified.
9. Teams and Clubs will be liable for the behaviour of their spectators. If a breach of Rule 3 has been identified, the team concerned will be penalised three competition points, and the match concerned will be deemed as a forfeit to the opposition team.

ABANDONED GAMES

10. In the event of a match being abandoned due to foul play the match will be deemed as completed. The team that instigated the foul play will be deemed to have forfeited the match. In the event that both teams are equally responsible for the match being abandoned, neither team will be eligible to be awarded any points for participating in the match. The match will not be replayed. Both teams will be required to attend a Code of Conduct Hearing.

REFEREE / MATCH OFFICIAL ABUSE

1. Any player / team official / spectator found guilty of touching a referee or official in an aggressive or inappropriate manner will be disqualified from the game for a minimum period of 12 months. Further, the team in which the person concerned is playing for, supporting or assisting will have three competition points deducted from their competition points score.
2. Any player who is dismissed from the field and is subsequently charged under 15.1F (offensive language directed towards a match official) with a grading of serious (referred directly to the Judiciary) and is found guilty of the charge, will incur a minimum penalty of a 12-match suspension. Further, the team in which he / she represented will have three competition points deducted from their competition points score.
3. Any team official / spectator who is charged with a High-Grade Code of Conduct Breach, and subsequently found guilty of abusing a referee will be disqualified from the game for a minimum period of a 12 months. Further, the team in which the person concerned is supporting or assisting will have three competition points deducted from their competition points score.

FINALS SERIES MATCHES

4. Any breach of Rules that are identified and proven in finals series matches will result in the offender's team being disqualified from the Competition.

SUSPENDED PERSONS

5. Junior League Clubs are responsible for ensuring any suspended person who is associated with their club, does not act in any capacity which is contrary to the terms of such a suspension. Terms of suspensions are issued with all Judiciary and Conduct Notices of Outcome. Should a suspended person be found to be acting contrary to the terms of their suspension, the Club concerned will be deemed liable. The Club will be fined \$1000.00. Further, if the person concerned is associated in any capacity with a particular team within the Club, that team will be ineligible to play in any Finals Series Matches.
6. The NSWRL reserves the right to de-register any siblings of a suspended person, should that person to be found to be acting contrary to the terms of such suspension.

SUSPENDED PLAYERS

7. Participants are responsible for ensuring they do not take to the field of play whilst they are serving a suspension. Should a suspended player take to the field of play whilst they are suspended, the player concerned will incur a further 12-month suspension which will be added to the end of the original suspension expiry date.

TEAM AND CLUB JUDICIARY AND CONDUCT DEMERIT POINT SYSTEM

8. As part of the revamped NSWRL Tough Love in League Policy, a demerit point system has been designed to allow Leagues and Clubs to identify problem Teams within their structures. This system will be enforced across NSWRL Conference Competitions in 2018 with a view for refinement and expansion into the future. It is hoped through Club awareness and education, standards of respect, discipline and behaviour are raised throughout the game.

4.29 WEIGHT AND AGE GUIDELINES

COMMUNITY RUGBY LEAGUE WEIGHT DISPENSATION GUIDELINES

1. Players may apply for dispensation to participate in an age group one (1) year below that of their 'natural' age (the age that they turn/become in the current calendar year). This will be approved for players who are judged to be within the required Weight Limit as listed below.
2. Lower Weight limit based on approximately the 15th percentile of males in the general population.
 - a. U6: N/A
 - b. U7: players 21kg or under may play U5
 - c. U8: players 23kg or under may play U7
 - d. U9: players 26kg or under may play U8
 - e. U10: players 29kg or under may play U9
 - f. U11: players 33kg or under may play U10
 - g. U12: players 37kg or under may play U11
 - h. U13: players 42kg or under may play U12
 - i. U14: players 48kg or under may play U13
 - j. U15: players 53kg or under may play U14
 - k. U16: players 55kg or under may play U15
 - l. U17: players 58kg or under may play U16

FEMALE COMPETITIONS

3. For mixed competitions and female only competitions in the U5 – U12 age group, the above guidelines are available for use. For female only, competitions U14 – U18 the following Weight Dispensation limits will apply:
 - a. U14 – Players turning 13 in the current year and;
 - b. 38kg or under may play in U12 female only competitions
 - c. 42kg or under may play in U12 mixed competitions
 - d. U16 – Players turning 15 in the current year and 44kg or under may play U14
 - e. U18 – Players turning 17 in the current year and 48kg or under may play U16

These guidelines are approved for use within NSWRL affiliated competitions for the 2019 season, at the discretion of competition administrators.

PLAYERS WISHING TO PLAY DOWN AN AGE GROUP

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

JUNIOR REPRESENTATIVE PLAYERS

5. Any player that is considered a Junior Representative Player as per the Player Transfer Policy is ineligible to apply for dispensation under the Weight and Age Policy.

COMMUNITY RUGBY LEAGUE WEIGHT RESTRICTION GUIDELINES

6. The NSWRL and affiliated Leagues may also offer competitions utilising a Weight Restriction within an Age Group. In addition to standard Age-based competitions, competitions may be conducted using the weight restrictions below. For example, there may be an U10 Div. 1, U10 Div. 2 and an U10 Weight Restricted competition. In this case, any player weighing above the weight restriction would be required to participate in Div. 1 or Div. 2 rather than the Weight Restricted Division.
7. Upper Weight limit based on approximately the 90th percentile of males in the general population
 - a. U6 & U28kg
 - b. U7 & U31kg
 - c. U8 & U36kg
 - d. U9 & U41kg
 - e. U10 & U48kg
 - f. U11 & U55kg
 - g. U12 & U52kg
 - h. U13 & U58kg
 - i. U14 & U75kg
 - j. U15 & U81kg
 - k. U16 & U84kg

Note: A player may also play above their natural age in order to comply with the above guidelines if their club does not have a team in an appropriate Division.

PLAYER ELIGIBILITY FOR WEIGHT RESTRICTED COMPETITIONS

8. Any team who nominates for a Weight Restricted Competition will be required to make their team available for weighing prior to the commencement of the competition. A NSWRL/League nominated official will then weigh each member of the team prior to them being allocated to that team and allowed to participate. Similarly, any player wishing to join the team late or player up from a lower age group must be weighed prior to taking part.
9. Once weighed and deemed eligible a player will not be required to be weighed again during the season. Likewise, if weighed and deemed ineligible, a player will NOT be permitted to be weighed again at a later date in an attempt to become eligible through losing weight.



SECTION 5

5.1 FINALS ELIGIBILITY

Due to the make-up of different competitions throughout the NSWRL, Junior Leagues and are encouraged to develop their own By-Laws to define rules for qualification of players for finals series.

WHAT CONSTITUTES A GAME FOR QUALIFICATION PURPOSES

1. A game in which a player has signed on and participated in
2. When receiving a forfeit, a player can claim a game played by completing a team sign on sheet and submitting it to the League Administrator or NSWRL representative See competition rules and bylaws for further information.

THE FOLLOWING WILL NOT BE COUNTED AS A GAME TOWARDS A PLAYER'S FINALS QUALIFICATION:

3. A washout does not count as a game played
4. A team giving a forfeit cannot claim a game played
5. A Bye does not count as a game played in a case of a player not being able to play the number of matches as required in their competition

PLEASE NOTE THE FOLLOWING:

6. To be eligible to participate in semi-finals, finals and Grand Finals in competitions administered by PDJRL, a player must have played a minimum of five (5) competition games with the club team you are registered with.
7. In the case of a player not being able to play the required five (5) matches as indicated above due to injury sustained during the season or other incident outside of a match, upon investigation of medical evidence by the GM, such player may be permitted to take part in a final's series match. Adequate medical proof (medical certificate) is required to be submitted to the GM within fourteen (14) days of the incident (injury).
8. Team Managers are expected to make themselves aware of player availability well prior to the finals series and take the necessary action to ensure all players are qualified.
9. Any player that qualifies for a final's series match in their registered age group, and the age group above is not more than 1 year above their actual age, automatically qualifies for the older age groups finals series without playing a competition match.
10. A doctor's certificate must be available covering the time the player was unable to play
11. The certificate must be submitted to the relevant competition coordinator or League Administrators as per the rules of the competition.
12. Team Managers / Clubs are expected to make themselves aware of player availability well prior to the semi-finals and take the necessary action to ensure all players are qualified.
13. Playing an unregistered or unqualified player will result in the match being deemed a forfeit and a possible fine (see competition rules and bylaws for more information).
14. Any player who participates (all 17 signed on players) in a higher grade, i.e. Jersey Flegg Cup, Canterbury Cup NSW, Ron Massey Cup, Sydney Shield, Jersey Flegg and Harvey Norman Women's Premiership shall NOT be permitted to return to play and Junior League competitions on that same weekend (this included regular competition matches)

THE ONUS IS ON CLUBS TO PROVE ELIGIBILITY OF GAMES PLAYED IF REQUIRED BY A JUNIOR LEAGUE.

5.2 METHOD OF DETERMINING FINALS POSITIONS

1. At the conclusion of competition matches, if two (2) or more teams are equal in competition points, then for the purpose of determining the order of placement of teams for the final series, the teams will be ranked in order, according to the difference between the number of points scored by a team and the number of points scored against a team with the team with the greater difference being ranked ahead of a team with lesser, in the event of that difference being equal, the following percentage determination will be made with the team with the highest percentage being ranked ahead of the team with the lower percentage:

Points scored for x 100 divided by Points scored against: $200p \text{ (For)} \times 100 / 150p \text{ (against)} = 133\%$

2. **FINAL FOUR (4) TEAM FINALS STRUCTURE – Week 1 = team 1 vs team 2 and team 3 vs team 4**

5.3 ABANDONED END OF SEASON FINALS MATCHES

1. Because of the significantly increased profile of the end of series matches and the privilege of being involved, the PDJRL Board expects players and team support officials to place emphasis on the need to respect and support the PDJRL Codes of Conduct and good behaviour rules during these prestigious matches.
2. Should a play-off, semi-final, final or Grand Final be abandoned, due to the pressing need to conclude an investigation before the following weekend, the PDJRL Manager shall obtain reports from both teams, match and ground officials and other appropriate persons and cause an immediate investigation to be carried out into the reasons that caused the game to be abandoned.
3. Players and team support officials involved in end of series games are advised that penalties regarding teams or individuals convicted of actions and/or behaviour considered responsible or contributing towards end of series games being abandoned, may be significantly increased compared to abandoned matches during the competition rounds.

5.4 BEHAVIOUR OF PLAYERS AND TEAM OFFICIALS IN FINALS SERIES MATCHES

1. PDJRL officials at end of season finals matches are empowered to take on the spot action within the PDJRL rules against players and team support officials for breaches of the PDJRL code of conduct.
2. Should that person or team official refuse to accept the disciplinary action or further offend, the person's E-card will be taken and referred to the NSWRL and GM of the Junior League with a detailed report of the incident.
3. If a player takes the field or a coach, trainer or team manager disregards a direction after being suspended in accordance with this rule, the match may be awarded to the opposing team.
4. Significant penalties apply upon conviction of a player, team official or other person for using offensive and/or threatening behaviour or language towards a match or PDJRL official at end of series matches.
5. **PLAYERS SENT OFF IN GRAND FINALS** – Will not participate in any Presentation or Photos inside the playing area and must remain in the dressing room until their team has retired to the dressing room after the completion of all activities.

5.5 TIME KEEPING PROCEDURES

1. During all finals series matches, all team managers will continue to fulfil their role at the official table and time keep as you would as per any competition round.
2. In Semi-Finals, Finals and Grand Finals for competitions administered by PDJRL, time off shall be allowed in both halves.
3. In Semi-finals, Finals and Grand Finals, should thirty (30) continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the GM and may result in the match being forfeited), the venue manager in consultation with the GM will determine to continue with the schedule or have the game(s) replayed.

5.6 DRAWN MATCHES DURING FINALS SERIES

1. When the scores are equal after the completion of any play-off, semi-final, final or grand final the referee will call the two captains together and advise that the game will go into extra time of two 5-minute periods. A coin toss will give one of the team captains the option of either kicking off in extra-time or receiving the ball from the kick-off. The game will re-commence and continue until one of the teams scores:
 - a. In Junior Rugby League (Under 9s to Under 12s), a try or
 - b. In International Football (Under 13s to Open Age), either a field goal, penalty goal or a try.
 - c. **The referee will immediately terminate the game with the team scoring first declared the winner.**
2. If neither team has scored at the conclusion of the first period of extra-time, the teams will change ends and the game will recommence with a kick-off from half-way.
3. In Grand Finals, in the event that neither team has scored following two periods of 5 minutes of extra time, the game will be declared a draw with both team's joint premiers.
4. In semi-finals and finals, in the event that neither team has scored following two periods of 5 minutes of extra-time, the team who scored the first try in the match will be deemed the winner.
5. In periods of extra time during finals series matches, each team will receive two (2) additional interchanges. These are additional to any remaining interchanges a team may have at the conclusion of normal match time.

5.7 PROTESTS DURING FINALS SERIES

1. Should a protest occur during or immediately after a play-off, semi-final, final or Grand Final every effort will be made to resolve the issue at the venue as soon as possible.
2. Should a protest be unable to be resolved at the venue, all protests will be heard if possible on the day of the match, at a time and venue to be advised by the GM. Any protest shall be immediately referred to the GM who will arrange an urgent hearing.
3. For a protest to be accepted from Clubs involved in the final series matches it must be lodged in writing at the official table, no later than fifteen (15) minutes after the completion of the game. The GM may institute action regarding a breach of PDJRL rules at any time.
4. The GM is authorised to investigate all protests, complaints and other concerns and make adjudication. This may be done by involving a match review committee should that be desired.



SECTION 6

6.1 HEAD INJURY ASSESSMENT/RETURN TO PLAY PROCEDURE

POLICY BACKGROUND

This policy encompasses two key components, Match Day Head Injury Assessment Procedures and Return to Play Procedures, and has been developed to ensure best practice is followed for the treatment and management of players suspected of suffering concussion.

All Clubs participating in the NSW Rugby League Community Competitions must adhere to these policies and procedures, complying with both this policy and the outlined steps and processes set out in the NRL Guidelines for Management of Concussion in Rugby League.

Clubs who fail to comply with these policies and procedures will be in breach of NSWRL rules and will be liable for sanctions. Where referred to below, only pages 1 and 2 of the NRL – Community Head Injury Recognition and Referral Form shall be used in conjunction with the NSWRL guidelines included in the relevant documentation.

THE CONCUSSION POLICY CAN BE BROKEN DOWN INTO THE FOLLOWING CATEGORIES:

1. Concussion On-field Assessment Procedures - Head Sports Trainer/First Responder Roles
2. Head Injury Assessment Procedures (Clubs and Players)
3. Immediate Post-Match Requirements and Delayed Concussion Procedures
4. Mandatory Stand Down Periods and,
5. Return to Play

The following protocols for the management of Concussion must be adhered to in ALL NSWRL Community Competitions.

CATEGORY 1:

CONCUSSION ON-FIELD ASSESSMENT PROCEDURES – HEAD SPORTS TRAINER / FIRST RESPONDER ROLE

6. Any player with a suspected concussion should immediately be removed from the field of play by the Head Sports Trainer/First Responder (Orange Shirt or Highest Qualified Trainer in attendance). Please refer to the NRL On Field Policy for the qualifications required to act in this role. If a concussion is suspected all management procedures outlined below must be followed and the player is NOT PERMITTED to return to play on the same day.
7. Identifying a concussion as early as possible is paramount and Head Sports Trainers should be competent in doing so. All Sports Trainers must complete the online NRL Concussion Management – Community and Participants Module as per the NRL On Field Policy before they can act in a Sports Trainers role. The assessment by the Head Sports Trainer should include the use of Maddocks Score modified questions (see below) in conjunction with the NRL – Community Head Injury Recognition and Referral Form in order to provide the Doctor with further details for a follow up assessment.

8. The player should be immediately removed from the field of play if any of the following signs are present after a direct or indirect blow to the head and **MUST NOT RETURN** to the match. Record any evidence of the following signs on the NRL – Community Head Injury Recognition and Referral Form in order to provide relevant information to the Doctor performing the follow-up assessment:
- Any obvious loss of consciousness (LOC) or prolonged immobility of >1-2 seconds
 - player lying motionless on the ground or slow to get up
 - player exhibits balance or motor coordination problems (player stumbles, has slow / labored movements or unsteady gate)
 - player is disoriented or confused (inability to respond appropriately to questions; not aware of plays or scores)
 - player exhibits a loss of memory (fails Maddocks test)
 - player has dazed, blank or vacant look on face or has behavioral changes
 - player has visible facial injury in combination with any of the other signs

WHEN IN DOUBT THE PLAYER SHOULD BE REMOVED FROM THE FIELD AND REFERRED TO A DOCTOR FOR A FOLLOW-UP ASSESSMENT. IF THE PLAYER NEEDS IMMEDIATE MEDICAL TREATMENT AN AMBULANCE SHOULD BE CALLED URGENTLY.

9. Once a player is removed from the field with a suspected concussion, an NRL – Community Head Injury Recognition and Referral Form must be completed and used to provide additional information for the follow-up assessment with a doctor. This form and/or a SCAT 5 test is **NOT** to be used by a Sports Trainer to assess the suitability of a participant to return to play on the same day as the player is not permitted to return to play.

MADDOCKS SCORE QUESTIONS:

10. "I am going to ask you a few questions, please listen carefully and give me your best answer;
- What ground are we at today?
 - Which half is it now?
 - Who scored last in this match?
 - What team did you play last week?
 - Did your team win the last match?

11. Incorrect responses should be recorded for passing on to a doctor.

Note: If the Player is unconscious or has neck pain, the player should be immobilised and treated as a spinal injury. Please call 000 and follow the Paramedic's instructions. Smelling salts (ammonium carbonate) or similar substances must never be used following a head injury.

CATEGORY 2:**HEAD INJURY ASSESSMENT PROCEDURES (CLUBS AND PLAYERS)****12. PLAYERS AND CLUBS PROCEDURE**

- a. If a player is required to leave the field of play as a consequence of the identification of one or more of the above features to complete a Head Injury Assessment (HIA), this interchange will not be included for the purposes of calculating the number of interchanges where applicable.
- b. The player **MUST NOT RETURN** to the field of play on that day and **MUST REPORT TO A DOCTOR AS SOON AS POSSIBLE FOR FURTHER ASSESSMENT**, providing the doctor with the NRL – Community Head Injury Recognition and Referral Form (and SCAT 5 test if used) completed by the Sports Trainer/First Responder on the day of the game.
- c. Where a player is removed for the remainder of the game, following the game the Sports Trainer/First Responder, Team Manager and Ground Manager must all ensure that the player's details are recorded on the Team Sheet with 'HIA' to indicate that they will require a follow-up assessment.
- d. The Head Sports Trainer/First Responder must forward a copy of the NRL Community Head Injury Recognition and Referral Form (and SCAT 5 test if used) to their local League/Competition Administrator.
- e. Any participant who is removed from the field with a suspected concussion must be assessed by a doctor as soon as possible after sustaining the injury – this should be within 1-2 hours of the injury. The Sports Trainer/First Responder must complete a NSWRL Community Rugby League Concussion Assessment Form which will need to be completed by the treating Doctor.

13. CLUB PROCEDURES

- a. At the completion of the match, the ground manager is to ensure that the Head Sports Trainer/First Responder has completed the NRL – Community Head Injury Recognition and Referral Form for any player who was removed from the field for a suspected concussion during the match. A copy of this form is to be provided to the player to take to their doctor and to the relevant League/Competition Administrator.
- b. Clubs must only use the HIA for the reasons detailed in the NSWRL Head Injury Assessment Policy

CATEGORY 3:**IMMEDIATE POST-MATCH REQUIREMENTS AND DELAYED CONCUSSION**

Immediate Post-Match Requirements (a player with a suspected concussion should be treated as though they have suffered concussion until cleared by a Doctor):

14. POST-MATCH:

- a. Sports Trainer review regarding ongoing symptoms;
- b. Assign the Player to the care of a responsible adult (i.e. family member, sports trainer or club official) outlining the injured participant must be monitored continuously and not be left alone for at least the next 24 hours;
- c. Give the care giver the completed NRL – Community Head Injury Recognition and Referral Form along with the NSWRL Community Rugby League Concussion Assessment Form and advise the care giver to take the player directly to a Doctor or Hospital and monitor the Player until he or she has been assessed by a Doctor;
- d. Advise the carer of the warning signs and symptoms of deterioration;
- e. Advise the carer (and the participant) that the player must avoid alcohol and non-steroidal anti-inflammatory medication for at least 24 hours;
- f. Following a concussive episode, the Player should not be allowed to drive that day. Alternate transport needs to be arranged.

15. WITHIN THE FOLLOWING WEEK:

- a. A follow-up evaluation must be conducted by a doctor within 48 hours of the initial head injury assessment by a doctor. All players returning to matches must complete and submit a NSWRL Community Rugby League Concussion Assessment Form within 3 business days of the game. Failure to submit this documentation within the required timeframe will result in the player being subject to the Mandatory 14-day stand-down period as outlined below.
- b. The evaluation to return to play may include a post injury cognitive test as well as other neurological and physical tests, as seen fit by the reviewing Doctor.
- c. If cognitive tests have not returned to a normal level within 10 days of the incident consideration must be given to referring the patient to specialist services.
- d. In the recovery period, it is important to emphasise to the player that the player requires physical and cognitive rest
- e. Only a Doctor can clear a player to return to training and play after a concussion.
- f. Numerous failed HIA's may result in the NSWRL Chief Medical Officer requesting further analysis.

CATEGORY 4:**MANDATORY STAND DOWN PERIODS**

Players who are deemed to have sustained a concussion - players must be monitored throughout the return to play process and ensure no symptoms arise as they progress through each stage of the process.

16. FIRST CONCUSSION: MANDATORY STAND DOWN PERIOD

- a. 14 days no contact training (day 1 starts the day after the concussion occurred, over these 14 days, the Graduated Return to Sport (GRTS) program as outlined below should be implemented)
- b. To proceed to contact training on day 15 the player must have obtained a medical clearance from a Doctor (GP is sufficient) via the NSWRL Community Rugby League Return to Play Clearance Form. If the medical clearance is not obtained the player cannot proceed to contact training stage or matches until received.
- c. Day 15 - allowed to return to contact training providing the NSWRL Community Rugby League Return to Play Clearance Form has been completed by a Doctor
- d. Day 17 - if the return to play protocols are complete and verified and the player is symptom free for the 24hrs post contact training the player can return and participate in a match 17 days after the concussion occurred

17. SECOND OR MORE CONCUSSIONS: MANDATORY STAND DOWN PERIOD

- a. 14 days no contact training (day 1 starts the day after the concussion occurred, over these 14 days, the Graduated Return to Sport (GRTS) program as outlined below should be implemented)
- b. To proceed to contact training on day 15 the player must have obtained a medical clearance from a specialised concussion Doctor via the NSWRL Community Rugby League Return to Play Clearance Form. If the medical clearance is not obtained the player cannot proceed to contact training stage or matches until received.
- c. Day 15 - allowed to return to contact training providing the NSWRL Community Rugby League Return to Play Clearance Form has been completed by a specialised concussion Doctor
- d. Day 17 - if the return to play protocols are complete and verified and the player is symptom free for the 24hrs post contact training the player can return and participate in a match 17 days after the concussion occurred

CATEGORY 5:

RETURN TO PLAY

The NRL Guidelines for Management of Concussion in Rugby League are available at www.playrugbyleague.com Please note NSWRL adopts a 48hr progression (not 24hrs) of each 6 stages of the return to play, see below.

18. Players should not return to play until they have returned to work or school/ learning without worsening symptoms. Return to training or play should be gradual.
19. Rehabilitation after a concussion should be supervised by a medical practitioner and should follow the stepwise symptom limited progression outlined below.
20. Initially, complete rest for the first 48 hours – including mental and physical rest (recovery).
21. A six stage Graduated Return to Sport (GRTS) Program can look like the following. This return to sport program should only be commenced after the initial rest period of 48 hours.
22. Symptom-limited activity – daily activities that do not provoke or worsen symptoms
23. Light Aerobic Exercise – for example, walking, exercise bike with heart rate less than ~70% max (no resistance/weight training)
24. Sport Specific Exercise – for example, running drills without risk of head contact
25. Non-contact training and start resistance (weight) training
26. Full contact training – ONLY after medical clearance by a doctor using the NSWRL Head Concussion Injury – coaching staff should assess tackling and other skills for correct technique
27. Return to play/matches (can only play matches 48hrs post contact training).
28. Each stage should be a minimum of 48 hours' duration, with a period of 14 days as a minimum time frame for players to return to full contact training. Contact training should only be attempted at the end of the GRTS program and only after a final doctors' assessment and clearance using NSWRL Community Rugby League Return to Play Clearance Form.
29. If symptoms return at any stage of the Graduated Return to Sport Program, then the player should move back to the previous symptom-free stage once all symptoms have resolved. The player must remain at the previous stage for a further 48hrs, and be symptom free, before proceeding to the next stage.
30. Any player deemed to have suffered a concussive injury will not be allowed to participate in any contact training or matches until the end of the stand down period and Return to Play procedure is complete successfully.
31. It is the club's responsibility to ensure that the player takes the Head Concussion Injury Form to the doctor and either the doctor or player must return the form back to the club, who in turn will send through to the NSWRL/local league prior to player being able to take the field.
32. Any club, or player found to have breached the concussion rules, as defined above, will be issued with a breach notice and penalties may apply.

6.2 HYDRATION, HEAT AND WATER BOTTLE GUIDELINES

PERFORMANCE

1. Avoid heat stress and poor performance by adequate fluid replacement during Rugby League activities
2. Exercise in hot or humid weather will result in additional fluid loss and increase the risk of dehydration. Even small degrees of dehydration will cause a decrease in exercise performance.
3. Dehydration contributes to fatigue and may make the player susceptible to cramps, heat stress and heat stroke.
4. Children are at much greater risk of heat stroke.

DRINK UP!

5. Drink plenty of fluids. Don't wait to feel thirsty; thirst is a poor indicator of fluid needs.
6. Flavored drinks such as sports drinks and low concentration cordial, as a result of their taste, may encourage fluid consumption more than plain water.
7. Cool drinks may be absorbed more rapidly than warmer fluids.

DRINK UP ROUTINE

8. Avoid starting activities dehydrated. Drink plenty of water for several hours prior. A well hydrated athlete should be able to pass a good volume of clear urine in the hour before participation.
9. Drink at least 500ml (2 – 3 glasses) ½ to 1 hour before exercise.
10. Drink at least 200ml (1 glass) every 10 – 15 minutes during exercise.
11. During exercise take advantage of all breaks in play to take a drink.
12. After exercise drink liberally to ensure that you are fully re-hydrated.

DRINK / WATER BOTTLES

13. THE SHARING OF DRINK/WATER BOTTLES IS NOT ACCEPTABLE.
14. The most common way of infectious diseases spreading is by common use of drink/water containers or sharing anything hand to mouth. This applies especially in the training and playing arena.

HOW MUCH FLUID?

15. The athletes weighing themselves before and after exercise can assess fluid requirements.
16. Each kilogram of weight lost = 1 litre of fluid deficit.
17. Aim to keep these fluid losses to a minimum by drinking before, regularly during and then after exercise.
18. Sweating and fluid losses continue after exercise. Aim to replace at least 1.5 times the amount of fluid deficit, measured at the end of exercise.

OTHER WAYS TO BEAT THE HEAT

19. Wear light clothing – light in color, light in weight.
20. Wear a 30+ sunscreen to prevent skin damage and skin cancer.
21. Where appropriate for the activities involved, wear a hat and sunglasses to protect the eyes.

SYMPTOMS OF HEAT INJURY OR HEAT STROKE

22. Be aware of and react quickly to the following symptoms of heat injury:

Fatigue

Nausea

Headache

Confusion

Light headedness

23. Emergency treatment plan

Lie the victim down

Loosen and remove excessive clothing – cool by fanning

Give cool water to drink if conscious

Apply wrapped ice packs to groins and armpits

SEEK MEDICAL ASSISTANCE

6.3 ON-FIELD INJURIES

Player injury can only be determined by a qualified First Aid Officer – that is a Level 1 Sports Trainer or above.

1. No player with suspected head or neck injuries is permitted to be moved from the field except where further risk injury may occur and only under the supervision of a suitably qualified persons(s). An Ambulance shall be called immediately to take charge of the care of the injured player. Any player with suspected broken bones may be moved from the field under the supervision of a qualified first aid officer.
2. Any player with a neck injury who is removed by Ambulance may not resume playing until an appropriate medical clearance is obtained and sighted from medical personnel.
3. All injuries should be reported to clubs on the appropriate forms.

JUNIOR LEAGUE (U5S TO U12S) INJURIES

4. An injured player leaving the field may take no further part in the game – as determined by a qualified person.
5. The replacement player used for the injured player (mini) must play a complete period of the game (i.e. 8 or 10 minutes). The replacement player used for the injured player (mod) in the first half of the game must play the complete second half of the game (i.e. 20 minutes).

6.4 BLOOD BIN PROCEDURE

1. The Referee may direct a player who is bleeding to leave the field for attention and if necessary change any part of playing uniform.
2. When a player leaves the field for the Blood Bin, the letters BB should be endorsed in the replaced player's column on the sign on sheet.
3. In U5's to U13's football, if a player is replaced because of the Blood Bin rule, provided the player who replaced the affected player is in turn replaced by the Blood Bin player when he returns to the field, it will not count as a replacement.
4. Only the Referee can determine whether a player should be put in the Blood Bin. If a player is taken off without the knowledge of the Referee it will be deemed as a normal replacement in U5's to U13's competitions.
5. Any player returning to the field of play after being in the Blood Bin must exchange places with the player that replaced them. If a different player comes off, he shall be deemed to be a replacement.
6. Clubs are expected to provide proper receptacles for the collection of blood soiled bandages.

6.5 NEEDLE STICK INJURY MANAGEMENT

IN THE EVENT OF A NEEDLE STICK INJURY:

1. Remove contaminated clothing
2. Wash the area gently with soap and running water as soon as possible
3. Apply an antiseptic and a clean dressing
4. Place the needle in a rigid plastic container and take it with you to the Doctor
5. All participants who sustain a needle stick injury should attend a general practitioner for assessment, advice and if necessary counselling
6. An incident report should be completed and given to your club

6.6 CRITICAL INCIDENT MANAGEMENT

1. A crisis is defined as an out of the ordinary event, announcement, disclosure of set of circumstances which threatens the safety or wellbeing of employees and other stakeholders and / or the integrity, performance, reputation, and survival of the company and / or key partners.
2. It can also be described as, when an organisation, brand, company, institution or individual is subjected to the intense, critical and unwelcome spotlight of the media and public as a result of an incident, issue or circumstance that impacts and damages its reputation.



PANTHERS JUNIORS



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