



LOCAL COMPETITION RULES

All conduct of games and ground, or any other activities, are subject to the conditions as laid out in the official National Rugby League "Code of Conduct" and the St George Junior Rugby Football League Inc. Rules of Incorporation.

All games are conducted under the playing rules of NSWRL and the NSW JLA, except as specified herein.

1. TIMES OF PLAY

Age Grade	Timing
Under 12, 11 & 10	2 x 20min halves + 5 min half time
Under 9	4 x 10min quarters + 2 min breaks between quarters
Under 6, 7 & 8	4 x 8min quarters + 2 min breaks between quarters

2. COMPETITION (Time off in Matches)

Allowed Time off & Extra Time for Mini & Mod Games

(a) Normal Procedures

- i. No time off permitted
- ii. Once a game starts, the score at scheduled finishing time stands as the result
- iii. No extra time is allowed in the event of a draw

(b) Extraordinary Situations

- i. Should a game be unable to commence at the scheduled time, due to an injury in a previous match, do not start the clock
- ii. In this situation, the Ground Manager should:
 - If fully allocated times can be allowed for following games, such that they may be played and completed before 4:30PM, rearrange start times, inform teams and play all games
 - If there is insufficient time, play the game(s) under reduced times; the minimum acceptable times are:

Age Grade	Timing
Under 6, 7 & 8	3 x 6min thirds + 2 min breaks between thirds
Under 9	3 x 8min thirds + 2 min breaks between thirds
Under 10, 11 & 12	2 x 12min halves + 5 min half time

- iii. If there remains a problem, call the St George Secretary OR League Support Officer
- iv. Should this not be workable, the match will be deferred at the discretion of SGJRFL

(c) Final Series (Mod Rules)

- i. No time off for injury shall be allowed in the Final Series games
- ii. In Semi-Finals, Finals and Grand Finals, should twenty (20) continuous minutes of play be lost due to an injury or any other reason, the game will be terminated and be replayed at a venue and time determined by the SGJRFL Board.
- iii. If scores are equal after the completion of regular time in Semi-Finals and Finals, the following will apply:



1. Referee will call the two (2) captains together and advise that the game will go into "golden try" extra time of 2 x 5-minute periods with a straight turnaround
 2. A coin toss will give one of the team captains the option of kicking off in extra time or receiving the ball from the kick-off
 3. The game will re-commence and continue until one team scores a try or the 5-minute period expires
 4. 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 halfway
 5. If the second period of 5 min extra time expires and neither team has scored, the game will continue until one team scores a try
 6. Following a try, the referee will immediately terminate the game with the team scoring the first try in extra time declared the winner
- iv. In Grand Finals, if neither team has scored following two periods of 5 mins "golden try" extra time, the game will be declared a draw with both teams declared Joint Premiers

3. GENERAL RULES

- i. Should any age group have (I) and (II) divisions, teams may be promoted or relegated between divisions at the discretion of the Junior League Board, and teams will keep whatever competition points scored at that time.
- ii. In each competition, teams must play all other teams at least once before the Semi-Finals.
- iii. All Mod grades (U9-U12) play four (4) team Semi-Finals over three (3) weeks
- iv. Competition Points are awarded as follows:

Match Outcome	Points Awarded
Win (also Receiving Forfeit)	3 points
Draw	2 Points
Loss	1 Point
Bye	3 Points
Forfeit (Giving Forfeit)	0 Points
Washout (Including Byes and Forfeits in Washouts)	0 Points

- v. If teams are on equal points at the end of the competition rounds for and against points shall determine Semi-Final placings.
- vi. FINALS:
 - a. The following special Mod Final Series rules apply:
 1. No player who has qualified to play Finals Series matches in his/her registered grade can be replaced by a player from a lower grade unless a Doctor's Certificate is provided indicating an injury.
 2. Names of players to be brought up from a lower grade must be advised in writing (on Club Letterhead) to the League Support Officer by 8:00PM on the Thursday prior to the match. Such players must start the game on the reserves bench unless the team has less than the required number of players to start the game.
 3. Each registered player must complete one full unbroken period of play each game, unless injured. If a player is unable to return to the field of play due to injury within the 3-minute injury time (as determined by the



Ground Officials) he/she will not be permitted to take any further part in the game if he/she is unable to play one full unbroken period during the game.

b. Four Team Finals Series

Major Semi: First (1st) plays Second (2nd); Winner advances to the Grand Final. Losing team proceeds to Final.

Minor Semi: Third (3rd) plays fourth (4th); Winner advances to Final. Losing team is eliminated.

Grand Final: Winner of Major Semi Final and Winner of Final.

vii. All games to be played each season as determined by the League Support Officer.

viii. No games are to be arranged during the season that would interfere with the competition draw, unless agreed to by the Junior League Board

4. REGISTRATION

i. All grades shall have no weight limits and shall be in the following age groups:

a. Under 12, Under 11, Under 10, Under 9, Under 8, Under 7, Under 6

b. No player until they have turned 17 years of age will be permitted to play in a team more than one (1) grades above their natural age.

c. No player will be permitted to register in a team that is not their natural age group with a Club without the sanction of the Junior League Board

ii. All registrations will close on 30 June 2020. No registrations or transfers will be accepted after that date, with the exception of the Under 6, Under 7, Under 8 and Under 9 age grades.

iii. The following are the number of registered players allowed for each age grade:

Age Grade	Maximum Number of Registered Participants
Under 12	18 Players
Under 11 & 10 & 9	16 Players
Under 8	12 Players (non-competitive)
Under 7	
Under 6	

iv. Players may only be re-registered once each year. From Under 9 years and Under 12 years, only four (4) players may be de-registered in each team each year.

v. No player shall be granted a clearance from one Club to another after playing three or more competition games, unless the team becomes defunct or player de-registered from Club. In this case a clearance will only be granted by approval of the Board. All de-registrations must be in writing by the Club Secretary to the League Support Officer.

vi. Players from other districts can only be cleared by the Board of this League after they have complied with the normal League clearance in writing.

vii. Players born overseas, interstate or in the event of extenuating circumstances where birth certificates are unobtainable, Welfare Department Documents or a current passport (not a copy) showing the correct date of birth and original Social Security and Immigration type documents (not a copy) may be accepted. Driver's licences will also be acceptable form of identification. Any doubtful information will be referred in the first instance to the Junior League Board. Please be advised that any abuse of the registration process is liable to disciplinary action under Section 8 (d) (e) (i) (ii) (iii) under the Rules of Incorporation of the St George JRFL Inc.

viii. Should any player who is not registered, or is unqualified, play for a Club, the Club may lose points in the games he/she played, together with a \$200.00 penalty per game, regardless of



- whether they won or lost. The Club Secretary will be notified in writing and should the fine not be paid within seven days the team will not be permitted to play until fines have been paid.
- ix. No domestic transfers will be granted to development Squad participants or registered Representative team players and they must continue to play with the Club from which they were selected for the net full season, provided their Club has a team in the age group available. The only exception to this being approval granted by the Board.
 - x. The NSWRL Player Transfer Policy – Junior Rugby League (Clause 2.22 NSWRL Policies and Procedures Manual, p. 53) will be taken into consideration for all player transfers and clearances
 - xi. Consideration will be given to players returning to a Club they played with in the two (2) previous season, but only if that Club didn't field a team in that period.
 - xii. Any player returning from a higher competition must play his last five (5) matches or the majority of his/her matches in that lower grade competition to become eligible to play in the Finals Series for his/her Club.
 - xiii. A player may play up in a higher AGE GROUP a maximum of four (4) matches before they are considered to be part of the secondary team (no longer permitted to play in their primary team) however, if the player also plays for their primary team the same day/weekend, this WILL NOT count towards the quota of four (4) matches.
 - xiv. A player may not participate for a higher age group or division at the expense of players registered to that team as their primary team
 - xv. If a club has more than one team in the same non-competitive (U6-U9) competition, player movement is permitted between teams without restriction.
 - xvi. If a club has more than one team in the same competitive competition (U10-U12), no player movement will be allowed between the two (2) teams. The Club may apply to the Board for consideration of exceptional circumstances to allow identified players to move no more than once during the season
 - xvii. Where competitions have 12 or more teams, consideration will be given to the competition being redrawn into Divisions.

5. FEES

Please see 2020 Fee Schedule on page 4

6. UNIFORM, FOOTWEAR & KICKING TEES

- i. All Clubs must be correctly attired in full registered, or as otherwise authorised by the Board, uniform for all matches. All jerseys to be numbered with **NO duplicated numbers permitted**
- ii. Football Boots:
 - a. All approved types of football boots and studs are permissible. However, Referees or Touch Judges 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.
 - b. Sandshoes or gym boots are permitted in Under 6 to Under 8 years
- iii. Kicking tees must be safe, soft and pliable. Tees must be immediately removed after a kick-off or penalty attempt by a Trainer only. The ball-boy may remove the tee after a conversion attempt.



7. SIZE OF FOOTBALLS

Under 12, Under 11 and Under 10

Mod Size

Under 9, Under 8, Under 7 and Under 6

Mini Size

8. BALL PERSONS

Teams are requested to have ball persons available for all games. The Ball Persons are under the control of the ground manager.

9. FORFEITS

i. Mini & Mod

- a. Forfeits must be notified to the Junior League Support Officer no later than 5PM of the Friday before the match
- b. Any forfeit after this point in time will incur a penalty of \$200.00. All fines for forfeits are to be paid to the St George Junior League before the next competition round.
- c. Any team that receives a forfeit will have seventeen (17) points added to their "points for" and zero (0) "points against"
- d. For eligibility purposes, a list of names that were available to take the field for the scheduled match (refer to Rule 4.ii(b) for max. numbers) must be submitted to the St George Junior League Support Officer by the Club receiving the forfeit by 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.
- e. Should a team forfeit on three (3) occasions, the team may be withdrawn from the Competition at the discretion of the Board.
- f. See NSWRL Policies and Procedures Manual for conditions around forfeits (Section 3.9) and minimum player numbers (Section 4.22)

10. TROPHIES

All trophies to be returned to the Junior League Secretary by the last meeting in July of each year. A fine of \$100.00 per trophy may be imposed if not returned.

11. CLUB CHAMPIONSHIPS

The Club Championship shall be divided into two sections:

Senior Club Championship : A Grade to Under 16 Years

Junior Club Championship: Under 15 to Under 9 Years

Club Championships to include all competition matches played up to Semi-Finals.

Points shall be allocated Division (I) 100%, Division (II) 75% and Other Divisions 50% in grades Under 9 to Under 12.

Points shall be allocated across all divisions Under 13 to A/Grade 100%

12. GROUND MANAGERS

- i. As allocated, will be responsible for setting up grounds for play and ranging an appropriate table for sign-on sheets, records and timekeepers.



- ii. Must ensure that a team representative sit at the table during their team's games. In Finals Series, District Officials are responsible.
- iii. Are fully responsible for off-field control of games, behaviour of Ball Persons, and enforcement of Codes of Conduct, including spectator behaviour
- iv. Must ensure that all Forms are delivered to the St George LSO by 10AM the Monday following the Match weekend. These are to be dropped in to the St George JRL Letterbox located at Gate B, Netstrata Jubilee Stadium. This includes:
 - i. Sign-On Sheets
 - ii. Injury Report Forms
 - iii. Ground Manager Incident Report Forms
 - iv. Head Concussion Injury Report Forms
 - v. Referee Dismissal Reports
- v. Must email scores and Ground Managers Result Sheets to St George JRL LSO on completion of matches before 6:00PM on the day games are played
St George LSO: Stephanie Glanville-Fyfe
sglanvillefyfe@nswrl.com.au
0411 630 412
- vi. Are to issue a receipt for any video retained under Rule 24
- vii. The Ground Manager's must be visible and identifiable by wearing the provided NSWRL Ground Manager Vests at all times and be in a prominent position at the ground.
- viii. Club Secretary must notify the Junior League of nominated Ground Officials acting in the Ground Manager Role
- ix. All Ground Managers are to attend Ground Manager training facilitated by the NSWRL Club Support Officer

13. TIMEKEEPERS & TOUCH JUDGES

Two time-keepers and two touch judges (one from each Club) shall be appointed by the Clubs for all games, except where previously appointed by the Junior League, and all to be made known to the Referees prior to the commencement of the match. Time-keepers are to be together throughout the game and situated on the half way line. The necessary equipment shall be provided by the Club (i.e. table, bell/hooter, timing equipment)

14. SIGN-ON SHEETS

- i. All players must sign the official player's sign-on sheet prior to taking the field. The only exception being Under 6, Under 7 and Under 8's will print the players name on the sign-on sheet on their behalf.
- ii. In all other grades the reserve players, including interchange players, must NOT sign on until they are notified to take the field. The replacement player is to notify the time-keepers table with the name/shirt number of the player they are to replace as soon as possible.
- iii. The sign-on sheets are to be handed to or collected by the Ground Manager when the time-keepers have agreed and signed that the scores are correct.

15. MATCH E-CARDS

- i. A condition of NSWRL Competitions is that a player is NOT permitted to participate in a match without a player registration identification card being present (Digital E-Cards are used in most districts, with the exemption being Souths)



- ii. Cards must be presented prior to the commencement of any match with all players to sign on accordingly
- iii. In the event of exceptional circumstances, the St George LSO should be contacted and instructions provided with how to proceed. If the St George LSO is uncontactable, the NSWRL CSO should be contacted.
- iv. The Board of St George JRL should be contacted if the St George LSO and NSWRL CSO are not contactable.

16. TIME REMAINING

Only the Team Captains have permission to ask Time-Keeper how much time remains to be played during the game, without interruption of play.

17. MINI COACHES

Coaches may be allowed on the field of play (five metres behind the play) in Under 6 Years and Under 7 for the full season and 8 Years up until the week prior to the Mini Carnival.

18. MOD COACHES

Coaches will be required to remain in the designated area set out next to their team's bench for the duration of the game. (No coach will be permitted to call out from the designated area during the game or leave the designated area whilst the game is in progress.)

19. PERIOD OF GRACE

A team shall be allowed 15 minutes without any prior confirmation before a forfeit can be called. The 15 minutes shall commence at scheduled starting time. Any time lost because of a late arrival of a team shall be taken off the match to a total of 15 minutes and game to be played in two equal halves.

The duration of the match shall be determined by the Ground Manager and both captains must be advised the following fixture must start at the scheduled time. This applies to all ages.

20. TRIAL MATCH PERMISSION

All Clubs playing Trial Matches in and out of District must submit a written Request for Approval Form and also complete a Trial Match Report Form. Junior League Trial Sign on Sheets to be used in all games.

21. COACHING, REGISTRATION & RECRUITMENT OFFICERS

All Clubs to appoint a Coaching Coordinator, to work in conjunction with the St George Illawarra High Performance Unit Staff. All Clubs to appoint Registration Officer and a Recruitment Officer that will work in conjunction with Junior League & NRLD.

These names are to be notified to the St George JRL LSO.



22. FINE PAYMENT

All fines notified must be paid within seven days or the Board will refuse permission for the team to play.

23. INSURANCE

All Clubs are members of the recommended NSW Rugby League Insurance Scheme.

24. CITING POLICY

Any request for a citing must be put in writing, with all relevant evidence – including video/DVD evidence where available in unedited version– to the StGJL LSO by 6pm on the Monday following the match. All requests by Club members must be through, and signed by, the Secretary of their Club on a Club letterhead.

25. VIDEOING OF MATCHES

All persons wishing to record matches must apply to the Ground Manager for permission to do so. Should an incident occur which would necessitate a Referee's or Ground Manager's report the subsequent video/DVD must be a full and unedited version provided on request to the Ground Manager who shall issue a receipt for same.

26. SPLIT ROUNDS

The split rounds for season 2020 are Match Numbers: 10, 7, 11, 5, 6, 2, 3, 12, 9, 1, 4, and 8

27. SITUATIONS NOT COVERED

St George JRFL Board of Management determination shall be final should any situation arise that is not covered under these rules including amendments to these rules where applicable.

28. WASHOUTS

- i. In the event of wet weather leading in to the weekend, every effort will be made to re-schedule and/or transfer matches where possible
- ii. Decisions to be made by 5PM Friday with regards to St George JRL Competitions
- iii. If matches cannot be moved or re-scheduled at an alternative venue on the same day, all St George JRL matches will be abandoned
- iv. In the event of a round being washed out, that round will be played in the final allocated washout rounds of the competition