



MANLY WARRINGAH DISTRICT JUNIOR RUGBY FOOTBALL LEAGUE

2021 COMPETITION RULES

These rules form part of the by-laws of the MWDJRFL Constitution

These Competition Rules should be read in conjunction with the NSWRL Community Rugby League Policies & Procedures Manual and the NRL Laws of the Game and associated policies and codes.

Table of Contents

| | |
|--|----|
| 1. Competitions | 3 |
| 2. Ages of Players | 3 |
| 3. Registration of Players | 4 |
| 4. Registration Procedure | 4 |
| 5. Birth Certificates / Proof of Identification | 4 |
| 6. Birth Certificates Procedure | 4 |
| 7. Club and Player Responsibilities | 5 |
| 8. Uniforms | 5 |
| 9. Team Nominations and Entries and Draws | 5 |
| 10. Team Registrations | 6 |
| 11. Registration of Players with Two or More Teams | 6 |
| 12. Mod Football | 7 |
| 13. Qualifications Committee | 8 |
| 14. Time of Matches | 8 |
| 15. Time of Play and Playing Conditions | 8 |
| 16. Time Off | 8 |
| 17. Permits | 9 |
| 18. Referees | 9 |
| 19. Referees Decisions | 10 |
| 20. Appeals | 10 |
| 21. All Washed Out Matches and Series | 11 |
| 22. Interchange | 11 |
| 23. Player Replacements / Judiciary | 12 |
| 24. Misconduct or Foul Play | 12 |
| 25. 50 Point Lead Differential | 12 |
| 26. Forfeits | 13 |
| 27. Players Signing On and Photo ID – Sign on Sheet Requirements | 13 |
| 28. Procedures for Games Delayed Due to Injury | 14 |
| 29. Finals Series | 14 |
| 30. Fitness of the Ground | 15 |
| 31. Responsibility for Allocated Grounds | 15 |
| 32. Ground Managers | 15 |
| 33. Trainers | 16 |
| 34. National Officials Registration | 16 |
| 35. Reports by Clubs | 17 |
| 36. Trials and Country Visits | 17 |
| 37. NRL and NSWRL Rules and Guidelines | 17 |
| 38. North Sydney and Manly Warringah Joint Committee | 17 |
| 39. Rulings | 17 |

1. Competitions

- (a) The Junior League shall conduct Under 6 – Under 11 competitions each year as per the Junior Rugby League Laws (6-7 Years) & Junior Rugby League Laws (8-12 Years)
- (b) The Under 12 Competition will be a joint competition with North Sydney District Junior League and rules will be confirmed prior to each season
- (c) Competitions for Under 13 – Open Age (including Monarch Blues Tag) will be Conference Competitions administered by NSWRL. Rules for these competitions will be set out in the NSWRL Conference Competitions Handbook (Rules and By-Laws)

2. Ages of Players

- (a) The ages of players for games are as follows:

| | |
|---------------------------|----------------------------------|
| Open Age | Under 14 |
| Open Age Womens | Under 14 Girls |
| Under 23 | Under 13 |
| Under 20 | Under 13 Female Blues Tag |
| Under 18 | Under 12 – Mod |
| Under 18 Girls | Under 11 – Mod |
| Under 17 | Under 11 Female Blues Tag |
| Under 17 Female Blues Tag | Under 10 – Mod |
| Under 16 | Under 9 – Mini |
| Under 16 Girls | Under 8 – Mini (non-competitive) |
| Under 15 | Under 7 – Mini (non-competitive) |
| Under 15 Female Blues Tag | Under 6 – Mini (non-competitive) |

- (b) All players must be under age at midnight on the 31st of December last.
- (c) The NRL Code of Conduct and Safeplay Code will apply in all MWDJRFL Competitions.
- (d) Modified and Mini playing rules will be as determined by the NRL at the start of each season.
- (e) Local Rules may apply if they do not conflict with NSWRL Community Rugby League Policies & Procedures Manual or NRL Laws, Policies and Codes of the Game and are approved before the start of any Competition.
- (f) Competition points for all games will be as follows:

| | |
|--------------------------|-----------------|
| Win | <i>3 points</i> |
| Bye | <i>3 points</i> |
| Receiving Forfeit | <i>3 points</i> |
| Draw | <i>2 points</i> |
| Loss | <i>1 point</i> |
| Giving Forfeit | <i>0 points</i> |

3. Registration of Players

- (a) All players must first register with his / her Club. This registration ensures insurance cover relevant to training and Club activities. All players must be registered with the Junior League before being permitted to play.
- (b) It shall be an offence to provide false information when making an application for registration. If the Junior League becomes aware of false information, the player will be deregistered and the team will lose all competition points gained, as determined by the General Committee.
- (c) If a player plays in any game and is not registered with the Junior League a winning team will lose 3 (three) competition points and the losing team will be given 3 (three) competition points. If both teams have unregistered players, no points will be given for the game.

4. Registration Procedure

- (a) All registrations must be completed online as per the method prescribed by the National Rugby League (NRL).
- (b) For all players under the age of eighteen (18) years, online registrations must be completed by a parent or guardian. By accepting Terms and Conditions of registration on behalf of a child under the age of eighteen, the parent is bound by all of the rules and regulations of their club and also to the MWDJRFL and any affiliated League.
- (c) Registrations for all players, coaches and officials, including but not limited to Managers, Sports Trainers, may take place from 1 November to 30 June with exceptions at the discretion of the MWDJRFL

5. Birth Certificates / Proof of Identification

- (a) Every player in every age competition must produce proof of date of birth before taking part in any match.
- (b) This can be in the form of Birth Certificate or current/valid Passport or Driver's Licence.
- (c) The Club Registrar is responsible for ensuring the proof of identification is uploaded to all player profiles

6. Birth Certificates Procedure

- (a) Junior League Registrars are to advise the General Committee of all outstanding Birth Certificate / Identification information.
- (b) Once a player has their date of birth registered by the Junior League, it will not be necessary to resubmit documents confirming the players date of birth unless called upon by the General Committee.

7. Club and Player Responsibilities

- (a) Players registered with the Junior League are to acknowledge the Safeplay and the Code of Conduct set down by the NRL, NSWRL and District Rugby League Clubs.
- (b) Any Club playing a player who exceeds the age limit of the team in which they compete shall lose all matches and points in which such players took part. Any team continuing to play an over age player will be subject to de-registration at the discretion of the Junior League.
- (c) At all times, the responsibility to register a player in accordance with the rules, and playing a player rests with the Club. Failure to comply may result in a Club being fined \$1000.00.
- (d) Clubs must ensure they are financial and have paid all outstanding fees from previous season prior to the commencement of the Season.

8. Uniforms

- (a) Players must appear in a proper football uniform which shall consist of a 'correctly numbered' jersey with sleeves in the Clubs registered colour and football boots which in the opinion of the referees are not dangerous.
- (b) The referee may order from the field a player who has the same jersey and number as another player on the field. The referee shall report any infringement of Uniform Rules to the Board.

9. Team Nominations and Entries and Draws

- (a) Team nominations for all Competitions shall be made in writing and addressed to the Executive Director and directed to the Competition Director at a date to be finalised by the Junior League.
- (b) Team nominations will include a fixed fee confirmed by the General Committee prior to the closing date for nominations. Club must be financial and have paid the Team Nomination and Affiliation Fees by Round 1 of the competition each year.
- (c) The method of conducting the Competitions must be determined in consultation with the MWDJRFL Board prior to the first competition match.
- (d) The final nominations for all grades shall be in the hands of the Competition Director no later than one week before the official start of the season.
- (e) The Competition Director will produce a Season Draw as soon as possible after nominations close. The Competition Draws will consider many variables including the availability of home grounds. Where possible, all Clubs will receive home and away games in proportion to the number of team entries.

- (f) General Committee approval is required to set any competition games outside of the approved age group time zones for games. These are as follows:

| | |
|----------------------------------|---|
| Under 6, 7, 8 and 9 | <i>not before 8.00am or after 11.00am</i> |
| Under 10, 11 and 12 | <i>start and end between 9.00am and 1.30pm</i> |
| Under 13 and 14 | <i>start and end between 12.00noon and 3.00pm</i> |
| Under 13 Female Blues Tag | <i>not before 2:00pm</i> |
| Under 15 | <i>last game on Saturday not to start 4.00pm</i> |

* Times can be varied at the discretion of the Competition Director

- (g) Requests for deferment of games for reason of player unavailability are to be in writing no later than the Monday night prior to the game.
- (h) The Junior League acknowledges that there may be many reasons why competitions need to be re-drawn and the Competition Director will make recommendations to the MWDJRFL Board if the need arises.
- (i) Special Home Game Requests – Clubs have the ability to request one (1) round for home games due to special events being held prior to the commencement of the season. The Competition Director will do their best to accommodate all requests

10. Team Registrations

- (a) All Clubs must register their players in teams before the start of the season.
- (b) Players may play in a higher grade with the same Club without re-registering.
- (c) Younger age players registered to play in a Higher Grade (One Year above natural age) cannot play down in their natural age during the season.

11. Registration of Players with Two or More Teams

- (a) Prior to the commencement of the competition, any Club with more than one team in any grade shall register a minimum number of players required to make up a team in accordance with Rugby League Rules in their First Division team. The balance of players in the second and / or subsequent teams should be comprised of teams of equal numbers. The minimum number to be registered in First Division should be as follows:

| | |
|---------------------------------|--------------------------|
| Mod Rules (Under 12) | <i>Nine (9) players</i> |
| Mod Rules (Under 10, 11) | <i>Eight (8) players</i> |
| Mod Rules (Under 9) | <i>Six (6) players</i> |

* Locked in players to be listed on the Manly Warringah Junior Rugby League website prior to the commencement of the 3rd round/series.

- (b) Younger age players locked into a higher age competition or division CANNOT play down a division or their natural age group.
E.g. Under 9 players locked into the U/10 maroon team, cannot play in a lower Under 10 division or Under 9 age group.

- (c) All Clubs with two or more teams in the same grade must finalise their players in teams by the third last round before the Final Series.
- (d) If a player plays the majority of his / her games in the First Division team prior to the third last round before the Final Series, the player must remain in the First Division team.
- (e) Prior to the third last round of the Competition, players have free movement up from a lower division, but not down.
- (f) In the event of a Club entering two or more teams in the same Grade and the same Division, Clubs must lock in the minimum number of players in the higher nominated team.
- (g) Clubs are to ensure that all players must play at least one full un-broken half of play in Mod or 2 full quarters in Mini games. Players may be registered in the First Division only by the Competition Director if after receiving advice that one or two players are scoring all of the points and playing two full games while others are only playing half a game.
- (h) The Competition Director after receiving advice of special circumstances can make recommendations to the General Committee at any time during the season that players should only play in the First Division. If this movement is required by the Competition Director the Club may or may not re-register a player from the First Division in the Second Division.
- (i) Once a player has fulfilled the requirements to play in a lower age group he cannot start in the higher age group unless there are no reserves.
- (j) Lower age players playing up an age group, cannot wear DH/FR vests at any time during the game and cannot take conversation attempts.
- (k) Players who have played a full period (i.e. the first half of Mod or the first quarter of a Mini game) who are replaced during a break in play between halves and periods may be used again later in the match as a replacement, excluding Under 12 competitions.
- (l) In the first round, or up until a date decided by the Competition Director, coaches will be allowed on the field in the Under 7's competition.

12. Mod Football

- (a) In U10 and U11 every player signed on the sign on sheet must play ONE COMPLETE HALF of the game barring injury. This means that if the players started the game, they must play the entire first half. The rule states that a full half must be played, not the equivalent game time. There should be no interchange in the first half of the game.
- (b) Any player temporarily playing up one year during the season:
 - i. Cannot wear the DH / FR Vest
 - ii. Cannot take the field before a correct age player
 - iii. Cannot take a conversation before all correct age players
 - iv. Must have completed a Playing Up Form

13. Qualifications Committee

- (a) A Qualifications Committee shall be elected if required by the Junior League. Their recommendations are subject to formal endorsement by the Board.
- (b) The Qualifications Committee shall be deemed to be a Competition Review Forum and in respect to any decision or recommendation made by the Committee relevant to the conduct of the Competition, it shall be binding for all Clubs. This includes determinations as to the eligibility of a player to play in any grade.
- (c) In the event of an appeal, such appeal shall be referred to the Board of the Junior League and a decision shall be reached. Any decision shall be final. The Board of the Junior League will be the final right of appeal.

14. Time of Matches

- (a) Time of matches shall be kept to the following schedule:

| | |
|------------------------------------|--------------------------------|
| Under 13 Female Blues Tag | <i>25 minutes each way</i> |
| Under 12, 11, 10's (Mod) | <i>20 minutes each way</i> |
| Under 9 (Mini) | <i>4 quarters of 8 minutes</i> |
| Under 8, 7 & 6's (Mini) | <i>4 quarters of 8 minutes</i> |

- (b) Under 6, 7 and 8 years shall be educational only. Gala Days may be held from time to time during the season for Under 6, Under 7 or Under 8 years. Gala Days will vary the times of games to fit the event and must be approved by the Board.

15. Time of Play and Playing Conditions

- (a) Matches shall commence at such times, and be played upon such grounds as may be directed by the Board. Any Club not prepared to commence a match within ten (10) minutes of the time directed shall be deemed to have forfeited, unless satisfactory reason for the delay is given to the General Committee. In the event of any alteration of playing time, the Manager must be informed prior to the start of the match by the Committee or Ground Manager and the match must be played in two equal divisions.

16. Time Off

- (a) No time off is allowed for injuries, in regular competition games.
- (b) A referee may signal time off in any competition match for deliberate time wasting or other extraordinary circumstances. The referee will do this by touching his wrist and ensuring that the time keepers acknowledge his / her signal. After five minutes the time keepers will restart the clock if the referee is not in a position to restart the game.

17. Permits

General Permits

- (a) Members of any team withdrawn from a competition shall not be permitted to re-register with any of the four leading teams in that competition, but may be given permission to re-register with another team in the competition provided three competition matches have been played.
- (b) A player may transfer from one Club to another within a season if satisfactory reasons can be proven to the Junior League. Approval should not be withheld unreasonably. All transfers to be effective by 30th June. This clause is subject to the following:
 - i. No player shall be refused a transfer providing they have returned all gear to the Club that they are transferring from, owe no money and are not under suspension
 - ii. Clearances that are denied under the NSWRL Community Rugby League Association Transfer Policy, have the opportunity to appeal. All Appeals (6-12 years) to be reviewed by the Manly JRL Appeals Committee. All appeals (13-17 years) to be reviewed by the NSWRL Community Rugby League Association Independent Panel.
 - iii. Any Clearance/Transfer not actioned by Clubs within a reasonable time (14 Days), will be actioned by the Club Support Co-ordinator, League Support Co-ordinator or Junior League Registrar.
- (c) A player selected for District Junior Representative football is to return to the Club for which they played in the previous season. If that Club does not field a team in the appropriate age group, MWDJRFL Board shall determine the Club at which the player shall play and that decision shall be final.
- (d) Any player granted a clearance to return to the JRL by Manly District Club may only return to a Manly Warringah Junior Club. A player returning from North Sydney District shall return to a North Sydney Club unless the player has played all of his football with a Manly Club in which case he should return to his old Club or his eligibility referred to the Qualifications Committee or Joint Competition Committee.
- (e) Players selected for Junior Representative football from outside the Manly Warringah area are to be allocated amongst the Junior League teams within that age group if they return to Junior Football within the Manly Warringah District.
- (f) The NSWRL Player Transfer Policy will apply to all Monarch Blues Tag Conference Competition teams and players.

18. Referees

- (a) The Junior League reserves the right to appoint referees to any official trial or competition match in consultation with NSWRL and their approval if the local Referees Associations decline to allocate referees.
- (b) A referee shall be appointed for each match by the Director of Referees, or failing such, an appointment by the Junior League Executive Director. All appointments must be approved by the Junior League. If the Junior League decline a nomination they reserve the right to appoint

a referee as above. In the event that a referee who was appointed does not attend within 15 minutes after the time scheduled to commence the match, a qualified referee may be appointed by the Ground Officials at the game.

- (c) The referee shall obtain the name of the offending player from the captain on the team sheet and failure of any captain to supply each players correct name shall be deemed misconduct for which they shall be reported by the referee to the Junior League Executive Director.
- (d) Active District Referees shall not be eligible for appointment to the Judiciary Committee unless the appointment is ratified by the Junior League Executive.

19. Referees Decisions

- (a) An appeal from a decision by the referee on a matter of law shall be dismissed if the captain of the appellant team shall fail to challenge such decision on the field of play. The Board shall have the power to annul a match and order it to be replayed on the grounds of incompetency or misconduct of the referee.
- (b) In case of an appeal from a decision of a referee or in the case of a protest on the grounds of incompetency or misconduct of a referee, a written statement submitting the point or points on which the appeal is founded and the Law and Laws under which it is laid must be made to the Junior League Executive Director and a copy of such statement shall be furnished by the Club appealing or protesting to the Secretary of the opposing Club and the referee of the match.
- (c) Each appeal and protest, other than personal, must be lodged in writing within seven days of a decision being given.
- (d) The Board of the Junior League will rule upon all appeals in a manner as set out in the 'Player Ordered Off' section of these rules.

20. Appeals

- (a) Internal District Request for Leave to Appeal NSWRL Player Transfer Policy Decision (Under 6 – Under 11)
 - i) All Leave to Appeal applications for internal district denied clearances must be submitted within five days from the date of the denial email being sent.
 - ii) To submit your appeal, email the completed form together with supporting documentation to the Manly Warringah League Support Coordinator:
lcoltman@nswrl.com.au
 - iii) For Leave to Appeal to be reviewed, a fee of \$100 must first be paid to the Manly Warringah District Junior Rugby Football League Inc
- (b) Request for Leave to Appeal NSWRL Player Transfer Policy Decision (Under 12-Under 17) are to be referred to the NSWRL Community Rugby League Association.

- (c) All other appeals, as set out in these rules, must be in writing and require a bond of at least \$100.00 which will only be returned if the appeal is successful.

21. All Washed Out Matches and Series

- (a) The Competition Director shall, in consultation with the Grounds Committee, reschedule or abandon any games or series as is necessary. All decisions made will, as far as possible, ensure that a fair and equitable competition is run. If there is insufficient time to reschedule a series, the series will be abandoned providing all teams have played each other once.
- (b) If a round is abandoned, the Grounds Committee will be asked to endorse the recommendations and if approved, no appeal shall apply.

22. Interchange

- (a) In all Mini / Mod games (U/6-U/11) there is no interchange in either the first quarter of first half.
- (b) Extra replacement may be allowed if the referee sends a player from the field and the opposing player is injured in such a way that he cannot return to the field.
- (c) Clubs must ensure that at all times in a game, only the correct maximum number of players are on the playing field. Any player being replaced must have left the playing area (crossed the side line) before the new player enters the field of play. Failure to comply may result in loss of competition points. The onus to ensure that only the correct number of players are on the field of play rests with each team. In the event of any team playing more than the maximum number of players, it shall be the duty of the opposing team manager to draw the error to the attention of the Ground Manager or Official Touch Judge. After verification they shall disallow all points scored up to that time or the points scored while the player was known to be on the field. The offending team shall order the removal of such player or players from the field. If such an order is not rectified within five minutes, the match shall be awarded to the non-offending team. The referee and the Ground Manager will both make a report when such incident occurs, including advising of any unauthorised entry to the playing field.
- (d) In Mini and Mod football, unlimited substitution applies at any time during a stoppage of play provided the substituted player has played the required amount of time in accordance with the Mini or Mod Rules (i.e. $\frac{1}{4}$ or $\frac{1}{2}$ of uninterrupted play from when they take the field).
- (e) Any coach in Mini or Mod football who does not permit a player to play in accordance with the replacement rule will be cited to appear before the Junior League Board and give reason why they should not be suspended as a coach of Mini or Mod football.
- (f) Mini and Mod players may play no more than one year above their correct age. Registering players in a higher age group will not nullify this ruling. The NSWRL Playing in a Higher Age Group Form must be completed prior to participating.

23. Player Replacements / Judiciary

- (a) Players in Mod or Mini Football are not to be sin binned or sent off (see the Laws of the Game) however, they can be replaced and return to the field at the discretion of the referee. Referee to advise Ground Manager of time duration player is to remain off the field. i.e. for remainder of the Quarter/Half, or for the rest of the game.
- (b) In the instance of a serious offence, the below process will apply;
 - i. The referee is to complete and submit a comprehensive report to the MWDJRFL Referee Co-ordinator and Judiciary Chairman.
 - ii. The Judiciary Chairman may then form a panel to investigate the incident, interview the player, coach and parent (or responsible adult) and ascertain if the player is to be held accountable for his/her actions.
 - iii. If found 'guilty' then the Judiciary Panel will determine a penalty relative to the offence under the guidance of the Offence Points Index taking into consideration the child's age.
- (c) Players under 11 years of age are to be considered 'NOT GUILTY' until proven otherwise.
- (d) The NSWRL 'Tough Love in League' Policy will be implemented across all age groups

24. Misconduct or Foul Play

- (a) All Officials of a Club are members of the Junior League.
- (b) Any Official of the Junior League should without delay report in writing to the Executive Director any instance of rough or foul play or any instance of misconduct occurring during the progress of a match, whether such conduct shall have a player being ordered off the field or not. Such report shall be passed to the Judiciary Committee for the investigation and findings which shall be endorsed by the Board.
- (c) A Club Official or player is entitled to appeal to a higher authority. Such authority will be determined by the Board. The decision of the higher authority shall be final on all parties.

25. 50 Point Lead Differential

- (a) All matches in the Under 9's to Under 11's competitions will stop immediately when there is a points differential of 50 points. Under no circumstances is the game to continue.
- (b) Successful coaches are advised to replace their better players to endeavour to ensure that the game goes its full time and is not stopped because of this rule.

26. Forfeits

- (a) A team shall be allowed a maximum of ten (10) minutes without any prior confirmation before the opposing team can claim a forfeit. The ten (10) minutes shall commence from the scheduled starting time. Should the match start late due to the minimum number of players arriving late, the remaining time shall be split into equal halves. The duration of the match shall be determined by the Ground Manager and both captains and managers shall be advised. The following fixture must start at the scheduled time. The Ground Manager may seek advice from the Junior League Board to alter these arrangements if it is considered in the best interest of all games.
- (b) Forfeits must be notified to the District Secretary or Executive Director by 10.00am on Friday prior to the match. Late forfeit will result in a loss of competition points
- (c) The minimum allowable number of players fielded by a Under 12 team shall be 11 (eleven). The minimum allowable number of players fielded by a Under 10 & 11 team shall be 8 (eight). The minimum allowable number of players fielded by a Under 8 & 9 team shall be 6 (six). The minimum allowable number of players fielded by a Under 6 & 7 team shall be 4 (four). Should there be less than this number of players available, the match shall be deemed to be forfeited.
- (d) A team forfeiting an away game, will lose the right to host the game in the next fixture when the same two teams are scheduled to play again.
- (e) Teams who forfeit in the last four rounds of the competition and are finals contenders must show cause to the Junior League as to why they might be allowed to participate in the Final series.
- (f) The General Committee can endorse a recommendation from the Competition Director that any team may be ineligible to play any game if it is considered to be acting in a manner detrimental to the proper conduct of Junior Rugby League.
- (g) A team receiving a forfeit in Under 9, Under 10 and Under U11 may submit a Sign on Sheet on the day of the game or within nine (9) days to the District Registrar. The Sign on Sheet must have a full team list with player signatures and will count as a game played for player qualifications.
- (h) Teams who forfeit any semi-final or final match will be disqualified from the competition.

27. Players Signing On and Photo ID – Sign on Sheet Requirements

- (a) Where it is suspected that unqualified players are being played and Clubs are not protesting, Junior League Officials or higher bodies shall take steps as they deem necessary to exclude such unqualified players from playing. Any decision on this issue by the Board shall be final.
- (b) Sign on Sheets will be provided to the hosting club for all matches on the Thursday prior to the match. Hosting clubs are to print and provide to all teams on day of match. Team Managers must add the player jersey number alongside the full name of the player. Players will sign the Sign on Sheet at the official table in front of the Ground Manager and or opposing team manager in their playing jersey. Players must sign as directed by the Ground Manager before the game can start and must not leave the playing enclosure.

- (c) The Sign on Sheet must be submitted to the Junior League Administrator by 12noon Monday following the match. Failure to observe this condition may lead to loss of points at the discretion of the Junior League.
- (d) Failure to complete the Sign on Sheet correctly will result in the sign on sheet not being clocked and player qualification and statistics not recorded for that match.
- (e) A player who is registered in a lower grade team must ensure that the grade they are registered in is noted on the sign on sheet. The player should also produce the approved NSWRL Playing in a Higher Age Group Consent Form to the Ground Manager or opposing team manager.

28. Procedures for Games Delayed Due to Injury

The following will apply when a game is delayed for an extended time due to injury or inclement weather:

- (a) If at the scheduled finishing time the second half has not commenced then the game will be replayed at a later date.
- (b) If at the scheduled finishing time the second half has commenced then the time keepers will signal full time and the score at this time will remain as the final result.
- (c) Should the game be unable to commence at the scheduled time due to an injury in a previous game, all games can be rescheduled by the Ground Manager. The Ground Manager should fully allocate times allowed for the following games providing they can be completed by 5.00pm.
- (d) The Ground Manager should report the injury and his actions to the Junior League as soon as possible.

29. Finals Series

- (a) Clubs that are unfinancial with the Manly Warringah District Junior League (unfinancial will refer to any Club with outstanding Team Nomination Fees or Senior Insurance Payments) will not be eligible to take part in any finals series.
- (b) In Under 9 – Under 12's, if teams are on equal points at the end of the Competition rounds for and against points will determine the final placings, except if two or more teams are tied for the final place in which case there will be a play off. For and against are to be taken into account for all games. If a team withdraws from the competition and has not played every other team and this causes a bye then the average of the withdrawing teams points for and against will be added to every team who has a bye caused by the withdrawal. With regards to matches won on forfeit, an average of the points for and against from the forfeiting team will be added to the non-forfeiting team at the end of the season. The forfeiting team will also have the same done to their points.
- (c) A final series will be conducted in all Under 9 – Under 12 Competitions. The Competition Director will recommend to the General Committee whether the final series will be a four or five team, or up to eight team series.

- (d) In Under 9 and Mod Rules final games, if scores are level at the completion of normal time, an extra 5 (five) minutes each way will be played. If the scores remain tied at the end of this extra time, then a break of five minutes will be allowed before another 5 (five) minutes each way will be played. The first team to score in this period will be declared the winner. If scores still remain tied at this time, teams will be declared Joint Premiers.
- (e) The Registrar must approve a players eligibility to play in the Final Series subject to the following conditions:
 - i. The player must have played 5 (five) games on five different days and series with the Club.
 - ii. To qualify for the Final Series, all players must be registered with the Club before the fifth last series. If a washed out series occurs in the last five series of the season and affects a players eligibility for the final, the washed out games can be allowed as a game for qualification purposes.
 - iii. If prevented by injury, adequate medical proof is required to be submitted to the Junior League Registrar for approval or denial within 14 days of when the injury occurred. Adequate medical proof will not be accepted after 14 days. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the period of injury, then an application on medical grounds will be denied

30. Fitness of the Ground

- (a) The fitness of the ground to be played upon shall be decided by the Junior League or the Ground Manager, or on the field by the two captains. Should the captains disagree then the referee will make the final decision.

31. Responsibility for Allocated Grounds

- (a) Clubs who have been given the responsibility for allocated grounds by the Junior League are to provide and erect goal post pads, ropes and stakes, a fully stocked First Aid Kit and provide a Ground Manager. The Clubs are also to provide a table, two time clocks, hooter or bell, and ball.

32. Ground Managers

- (a) All Clubs must provide Ground Managers and Clubs must ensure duty of care to the best of their ability to ensure the presentation and control of the ground.
- (b) Ground Managers should be aware of all sign on procedures, the current NRL Code of Conduct guidelines and safety and ground checks lists.
- (c) An outline of the Ground Managers roles and responsibilities is outlined in the NSWRL Community Rugby League Policies & Procedures Manual.

33. Trainers

- (a) In Mini and Mod Football, only one LeagueSafe official or Sports Trainer is allowed per team.
- (b) All Sports Trainers must follow the NRL On Field Policy and are permitted to access the field of play at the following times only:
 - i. After a try has been scored,
 - ii. During a timeout called by the referee,
 - iii. To attend to an injured or ill player,
 - iv. When their team is in possession of the football to conduct interchange
- (c) All trainers must be easily identified in the respective coloured bib or shirt. Trainers must not be bare footed or in thongs.
- (d) All trainers must have appropriate qualifications as approved by the NSWRL.
- (e) No match shall commence under any circumstances until the minimum requirements of on-field safety personnel are met. The minimum accreditation requirements for each age group are summarised below:

| Age | Minimum Personnel Required for Contact Rugby League | Minimum Personnel Required for League Tag | Minimum Accreditation Required |
|--------|---|---|--|
| U6-7 | One (1) x First Responder for up to four (4) matches being played on an International Field. | One (1) x First Responder for up to four (4) matches being played on an International Field. | <ul style="list-style-type: none"> • League First Aid; or • NRL Level 1 Sports Trainer; or • NRL Level 2 Sports Trainer |
| U8-9 | One (1) x First Responder for up to three (3) matches being played on an International Field. | One (1) x First Responder for up to three (3) matches being played on an International Field. | |
| U10-12 | One (1) x First Responder per match | One (1) x First Responder per match | |
| U13-15 | One (1) x First Responder per team for each match. | | |
| U16+ | One (1) x First Responder per team for each match. | One (1) x First Responder per team for each match. | <ul style="list-style-type: none"> • NRL Level 1 Sports Trainer; or • NRL Level 2 Sports Trainer. |

34. National Officials Registration

- (a) All Club Officials, Coaches, Managers, Trainers and First Aid Officers should not only be registered with their Club.
- (b) All officials working inside the ropes should hold a current accreditation for their position and that accreditation should be recorded on their My Sideline Member profile.

35. Reports by Clubs

- (a) Each affiliated Club shall each year make available to the Junior League an Annual Report and Financial Statement covering their activities during the previous season and approved at the Clubs Annual General Meeting.
- (b) The Junior League Board may investigate any financial records of any affiliated Club on the grounds that they may find operations not in the best interest of the Code. Such actions must be reported to the Junior Leagues affiliated bodies.

36. Trials and Country Visits

- (a) All Clubs should seek the approval of the Junior League Board to participate in trials or Country visits. Providing the Club meets the conditions laid down by NSWRL and the NRL, the Board will not refuse permission.

37. NRL and NSWRL Rules and Guidelines

- (a) The Junior League acknowledges that the NRL and the NSWRL have now set in place a number of guidelines and procedures. Should there be a conflict, the Board of the Junior League will accept the ruling and official guidelines of the NRL and the NSWRL.

38. North Sydney and Manly Warringah Joint Committee

- (a) The Manly Warringah / North Sydney Joint Competitions will be:

Under 12

- (b) North Sydney Clubs will have a different registration procedure and North Sydney will determine the qualification of all registered players subject to any appeal by NSWRL. However, sign on sheets will be of a universal style.

39. Rulings

- (a) These rules are subject to errors and omissions and any ruling on interpretation and or omission will be made by the Junior League Board.