



PANTHERS JUNIORS

RULE BOOK

2023



Panthers Juniors

INTRODUCTION

I am pleased to introduce the Panthers Juniors Rugby League policies and procedures manual for the 2023 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.

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 both the NSWRL Board and the NSW Community Rugby Leagues Association Board. This review will be undertaken in November of each year.

The approved Manual will then be distributed to District and Regions along with Community Rugby League Clubs (by way of upload to the Panthers and NSWRL website).

The Penrith and Districts Junior Rugby League Club Limited, NSWRL and NSW Community Rugby Leagues Association reserves the right to make changes and / or amendments to any Policy, Procedure or Appendix, or add new policies to the NSWRL COMMUNITY RUGBY LEAGUE POLICIES & PROCEDURES MANUAL and Penrith and Districts Junior Rugby League Club Limited by-laws at any time as they see fit.

Any changes will be notified to District Administrators and Zone / Regional Managers in a timely manner for distribution to Clubs.

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,

A handwritten signature in black ink, appearing to be 'Nathan Mairleitner'.

Nathan Mairleitner

General Manager

Penrith and Districts Junior Rugby League Club Limited



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

OPERATIONS



Nathan Mairleitner
General Manager



Kylie Fitzpatrick
Administration



Kelly Lewandowski
Administration



Andrew Hoffmann
Administration

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BOARD OF MANAGEMENT



Kerri McDiarmid #59
Chair



Scott Sandford
Deputy Chair



Ian Robinson #33
Independent



Vickie Campbell #62
Director



Steve Miller #48
Director



Jarrad Whitby
Director

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REFEREES ASSOCIATION EXECUTIVE



Gary Haines
Chair



Eliescha Bazley
Executive Officer



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CLUB EXECUTIVES



Jude Fernandez
Secretary
0414 604 772



John Fowler
Secretary
0438 623 808



Nicole Brennan
Secretary
0424 779 221



Adam Buhagiar
Secretary
0411 039 206



Justin McFadden
Secretary
0452 385 755



Jo McDonald
Secretary
0422 171 293



Allen Bush
Secretary
0422 051 170



Kathy Milson
Secretary
0412 414 142



Tara Howell
Secretary
0400 822 604



Tania Razza
Secretary
0449 071 497



Brooke Keogh
Secretary
0455 972 174



Anne Grisedale
Secretary
0420 680 054



Anthony Magann
Secretary
0432 387 361



Adam Drinan
Secretary
0417 779 306



Sarah Reed
Secretary
0433 123 535



Steven Koberler
Secretary
0401 387 996



Daniel Marz
Secretary
0401 545 722



Karen Corbett
Secretary
0410 366 881



Janelle Borg
Secretary
0414 855 682



Brett Pelham
Secretary
0467 491 394



Steve Lemon
Secretary
0404 232 632



Aaron Finau
Secretary
0400 184 952



Dean Jones
Administrator
0490 936 666



Amanda Taket
Secretary
0413 732 753





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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 2023 CODE OF CONDUCT LINK

<https://www.cognitofirms.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



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JUDICIARY

NSWRL 2023 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.

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SITUATIONS NOT COVERED IN THIS MANUAL

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

NSWRL 2023 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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BY-LAWS

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



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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 ON.
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 6 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 U19 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 WILL face the withdrawal of the sale of alcohol at there venue.
6. At Junior League grounds where alcohol is sold and / or supplied in accordance with council regulations and 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 & SPONSORSHIP PROGRAM

1. In order to participate in all PDJRL and NSWRL Community Rugby League Competitions, team on-field playing gear (jersey) must include the PDJRL 'CABE' Logo and Shield and 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.
4. Community Rugby League Clubs are required to submit artwork for on-field playing gear to the PDJRL General Manager for approval before orders are confirmed. The artwork must comply with the PDJRL and NSWRL Licensing Program guidelines for logo placement.
5. 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.
6. 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.



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1.5 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 will not be held unless the Annual Financial Report is available after 31st October each year

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 PDJRL **before December 20th** of each calendar year
14. It is the responsibility of the President 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 does not support 2 members of the same family signing club cheques
16. The Treasurer must make regular deposits to the bank and should not retain possession of cash collected on behalf of the club.
17. **CLUBS ARE REQUIRED TO FORWARD THE FOLLOWING DOCUMENTS TO THE PDJRL BEFORE THE 28TH OF THE FOLLOWING MONTH:** A full monthly financial statement, all club accounts bank statements and any other documentation requested.
18. A loss of one (1) competition point per team if submission of club documents is not delivered on time. If submission of club documents is not received within 48hrs of follow up, a \$500 document fee is applied. After three (3) submission failures in a season a club will receive a show cause notice, unless exceptional are conveyed to the Junior League General Manager.



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1.6 ADJUDICATIONS & RESPONSIBILITY OF JUNIOR CLUBS

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 may invite the person concerned and conduct a proper hearing into the incident if warranted
3. The minutes of the hearing shall be forwarded to the PDJRL within seven (7) days of the hearing and provided the clubs actions have been endorsed by the General Manager, 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 General Manager shall be advised as a matter of urgency for investigation.

1.7 PROTESTS AND APPEALS

PROTESTS

1. Protests on a match in a PDJRL Competition to be submitted to the PDJRL through your club Secretary
2. All protests are to be lodged online to the PDJRL by 5.00pm on the Tuesday following the match
3. All Finals matches protested must be submitted online within 15 minutes of the match ending
4. Appeals on transfers within the PDJRL to be submitted to the PDJRL online through the Cognito form
5. Appeals on transfers into the district or outgoing of the district to be submitted to the NSWRL
6. Appeals related to Judiciary matters to be submitted to the NSWRL
7. Appeals related to Code of Conduct matters to be submitted to the NSWRL

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

8. 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.
9. The General Manager is empowered to adjudicate on any protest, compliant or issue felt is appropriate
10. The General Manager is authorised to investigate all protests, complaints and other concerns and make adjudication
11. Should the General Manager 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 or a forfeit may apply.



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1.8 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, the default will no longer be recognised
4. Clubs or players who feel they have been disadvantaged may make representations to the League Administrator on any aspect of this rule
5. The PDJRL will call for a list of defaulters each year. Clubs must submit any details of players in default by October 31 of each year
6. 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
7. 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
8. A player cannot be listed as a defaulter for the non-payment of registration and / or insurance fees
9. 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.

1.9 FEES AND FINES

INFRINGEMENT	FINE	REMARKS
Late Fees	\$100 per event	The fee is paid to Panthers Juniors
Playing unregistered or unqualified players	\$400 per match	The match will be considered a forfeit.
Not notifying PDJRL of a forfeit by 5pm Friday prior to the match	\$400 per offence	The fee is paid to Panthers Juniors
Appeal against a transfer denial	\$250 per appeal	Rep/dev appeal no fee applies

ALL AFFILIATION TEAM FEES MUST BE PAID IN ACCORDANCE WITH THE FOLLOWING TIME LINE:

1. An affiliation payment is due prior to December 1st each year
2. 50% payment of affiliation fees due before prescribed date in PDJRL Calendar
3. Final payment of affiliation fees due before prescribed date in PDJRL Calendar
4. Unpaid monies invoiced to a club will constitute all team's ineligible for finals



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1.10 MEDICAL EXEMPTIONS

1. There are many different factors taken 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

1.11 MINIMUM AGE

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.

1.12 MINIMUM AGE TO PLAY SENIOR RUGBY LEAGUE

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).

1.13 MAXIMUM AGE TO PLAY RUGBY LEAGUE

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

1.14 MIXED GENDER PARTICIPTION

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.



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1.15 TRAVELLING TEAMS & TOURNAMENTS

INTERSTATE TRAVEL AND ACTIVITIES

Any team under the auspices of a NSWRL 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 the online form and await approval from the NSWRL

1.16 TRIAL MATCHES

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. Match officials for PDJRL trial matches will be appointed to matches where 2 PDJRL teams are competing only, unless prior to the season the club wanting external opposition has the relevant number of club members complete a referee's course for the season ahead
3. Trial matches shall be controlled by appropriately qualified match officials.
4. 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)
5. Nicknames, shortened names, aliases or other references cannot be used. Players names must be spelt correctly.
6. Under Junior League Rules, all clubs must have the name and previous club of every player who plays in the trials.
7. 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.



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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.



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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 Act 2012 to hold a Working with Children Check clearance. There are two parts to the process.



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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 to conduct a criminal history check as part of the audit functions. It 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. If an employee (paid or volunteer) requires a check, there are actions the employer must take.

<https://wwccemployer.ocg.nsw.gov.au/Register>

List a Club Contact/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 Act 2012.

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. 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.



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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:

1. There is to be no use of video devices inside the 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.
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.
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.
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.
6. 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



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2.6 MEDIA ENQUIRIES

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

2.7 SOCIAL MEDIA

The PDJRL 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.



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2.8 ELECTRONIC COMMUNICATION DEVICES

7. 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.
8. 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 PHOTOGRAPY 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



PANTHERS JUNIORS

RULE

BOOK

2023



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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. Protective equipment may be worn provided it contains nothing of a ridge nature.

DANGEROUS EQUIPMENT

2. The Match Officials should check all equipment prior to the commencement of a match or 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.
3. 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.

APPAREL

4. Jerseys must be a type, style and fabric approved by the League. Use of gloves or mittens is prohibited.
5. 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, excluding venues that are artificial in surface

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.

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.



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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 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.

3.6 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.
7. Prison ankle bracelets must not be worn.



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3.7 PLAY / TRAINING 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 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 NSWCRCLA (if it has jurisdiction over the Districts 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. The club hosts match and trains at a venue within the Balmain District. The Dundas club is not permitted to leave the Balmain District competition, and play in the Parramatta District without the sanction of the Balmain District, the Parramatta District, the NSWCRCLA and the NSWRL.

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



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3.8 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 clears a player from the pending's list or can enter a player into a team squad list on MySideline.
6. Club Administrators, Committee Members and Directors should be reminded of the importance and legalities of having a parent/guardian sign off on the Terms and Conditions of a 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 any person on behalf of the child's parent or guardian.
7. Affiliated PDJRL clubs are empowered to impose registration and other fees.
8. Clubs have the responsibility to ensure every player who represents their club is fully registered and are a qualified player. An affiliated club 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.
9. 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	REGISTRATION PER TEAM	AGE	REGISTRATION PER TEAM
UNDER 6	10	UNDER 13	20
UNDER 7	10	UNDER 14	20
UNDER 8	12	UNDER 15	20
UNDER 9	12	UNDER 16	20
UNDER 10	15	UNDER 17	20
UNDER 11	15	UNDER 19	20
UNDER 12	17	OPENS AGE	23



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3.9 PLAYER CLEARENCE POLICY – COMMUNITY RUGBY LEAGUE

PURPOSE

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

THE INTENTION OF THE NSW CRCLA 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 an open aged competition;
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. The movement of players to or from a club where they will or have only played League 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 (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 PDJRL Manual will apply in the first instance. Any application for consideration of exceptional circumstances will not be considered if the player has played in one (1) Competition match for their existing club in the current season.



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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. Players must be fully cleared in the MySideline online platform, prior to being active in the new club.
5. 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

6. 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.
7. 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
8. 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
9. 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
10. 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
11. Any team that participated in a Division 1 Grand Final, in an age group from U9's up to and including U18's or were distinguished as first or second on the competition table in the previous season, 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 participated in a Division 1 match in the PDJRL in the previous 18 months)
12. The appeal fee is \$250 upon completion of the 'Cognito form' link within the prescribed time frame of 48 hours, after both the club the player is leaving from and the club the player is applying to transfer too are notified via email by the PDJRL of a declined transfer. The fee is refundable if the appeal is upheld
13. Where a player applies to move clubs during a current season, any application will not be considered if the player has participated in a competition match for their existing club in the current season



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TRANSFERS – DEVELOPMENT AND REPRESENTATIVE PLAYERS

14. Any player who is named in any Panthers Juniors Development Squad, Harold Matthews or 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 Tasha Gale and 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 any Panthers Juniors Development Squad, Harold Matthews and SG Ball Squads, Tasha Gale and Lisa Fiaola, 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 the players 'natural' birth year age group, not the age they may play. If the club currently has five (5) Panthers Juniors Development and Representative Players for their age group, the clearance/transfer will be refused
19. If a PDJRL player is NOT selected for Panthers Juniors 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 Juniors 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 Panthers Juniors Development and Representative 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 PDJRL becomes aware of a mass movement of players by way of clearance out of a club or district, irrespective of the reason, the clearance of such players will be denied, Including 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, the matter will be investigated, and appropriate action taken.



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3.10 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 may not play for a team in Canterbury 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'.

3.11 PLAYING IN 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
2. No transfers can take place after the 30th June.
3. Fines will apply if any club promises or encourages a transfer without referring the matter to the League Administrator.
4. A player cannot play in a Community 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.
5. 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
6. 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.



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3.12 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 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. 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 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.



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3.13 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

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:

4. A Playing in a Higher Age Group form, with parental consent, is to be completed and submitted to the Junior League for approval
5. 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
6. The decision of the NSWRL will be final and no appeal available to any decision made
7. 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

8. 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

9. 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) MUST complete a NSWRL form and submit for approval.



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3.14 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 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.



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3.15 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 6	4	6	Half time	UNDER 13	9	13	Full time
UNDER 7	4	6	Half time	UNDER 14	9	13	Full time
UNDER 8	6	8	Half time	UNDER 15	9	13	Full time
UNDER 9	6	8	Half time	UNDER 16	9	13	Full time
UNDER 10	8	11	Half time	UNDER 17	9	13	Full time
UNDER 11	8	11	Half time	UNDER 19	9	13	Full time
UNDER 12	9	13	Half time	OPEN AGE	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 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
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 ten (10) 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. 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.



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3.16 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 & MIX	FEMALE	AGE	MALE	FEMALE
UNDER 6	UNLIMITED		UNDER 13	UNLIMITED	ONE
UNDER 7	UNLIMITED		UNDER 14	UNLIMITED	
UNDER 8	UNLIMITED		UNDER 15	UNLIMITED	ONE
UNDER 9	UNLIMITED	ONE	UNDER 16	TWO	
UNDER 10	UNLIMITED		UNDER 17	TWO	ONE
UNDER 11	UNLIMITED	ONE	UNDER 19	ONE	ONE
UNDER 12	UNLIMITED		OPEN AGE	TWO	



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3.17 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 6	4	8 mins	Mini	UNDER 13	2	25 mins	International
UNDER 7	4	8 mins	Mini	UNDER 14	2	25 mins	International
UNDER 8	4	8 mins	Mini	UNDER 15	2	30 mins	International
UNDER 9	4	8 mins	Mini	UNDER 16	2	30 mins	International
UNDER 10	2	20 mins	Mod	UNDER 17	2	30 mins	International
UNDER 11	2	20 mins	Mod	UNDER 19	2	30 mins	International
UNDER 12	2	20 mins	Mod	OPEN AGE	2	35/40 mins	International

3.18 COMPETITION STRUCTURES

For PDJRL competitions, the competition structure, by-laws and method of conducting the competitions each season, includes but is not limited to:

1. A Divisional competition must be identified and sustainable for any 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. Clubs are unable to nominate more than 48 teams in the age groups from under 6's to under 15's
4. The top two (2) teams in each division or the two (2) teams that contested the previous season's Grand Final will be elevated one (1) division in the following season
5. Where a female aged competition is formalized from U6 to U12s, a female participant may only play in one (1) gender-based competition in a season. i.e. A female players primary team is denoted by playing their first game in a particular gender-based competition and may not participate in another gender-based competition in the same season

The Female Competition structure will be as follows:

6. Saturdays: U9 – U11 – U13 – U15
7. Sundays: U17 – Open Women

The Male and Mixed Competition structure will be as follows:

8. Saturday: U6 to U15 in consecutive age groups
9. Sundays: U16 – U17 – U19 – Open Men



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3.19 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

3.20 COMPETITION TABLES

1. The competition tables (ladders) will be listed on the www.playrugbyleague.com website
2. In the event of any error, if the League Administrator will not make any changes until the score sheets, or other records, have been provided as proof of error

3.21 COMPETITION BYES & WASHOUTS

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 washout will be counted as a match played, however no points will be allocated to a match or a BYE team

3.22 MERCY RULE

1. In all competition age groups, matches will stop immediately when there is a points differential of 50 points.
2. Officials at official tables will sound the siren at the appropriate time.



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3.23 FORFEITS

1. Any team that has forfeited twice in succession or three times in total will face elimination from the respective competition
2. When a team 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 Junior League Administrator
4. The competition by-laws will determine the for and against points allocated 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 5:00pm 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)
5. If a team forfeits the last round of a competition or a Finals match, all the registered players and officials in that team will have an immediate 12-month calendar suspension imposed unless there are proven exceptional circumstances

3.24 WITHDRAWAL OF TEAMS

1. A club that withdraws a team after a competition has started will be invoiced the team fee
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



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3.25 GAME RULES – U6 to U12s

The Laws of the International Game of Rugby League shall apply in the U6 to U12 years age groups are 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, (U6/U7 5m out from try line) after points have been awarded, by the non-scoring team. The player must contact the ball with the foot. This re-start must be rotated amongst the players on the field from U6's through to U12's.
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).
 - a. 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.
 - b. Rotation of vests shall be optional in the 12-year age group
4. **GOAL KICKS:** In Micro and Mini no goal kicks for U6's to U7's
5. **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
6. **U12's** 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.
7. **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.

3.26 TIME OFF DURING A MATCH

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



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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. 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 rules that apply to all Junior League Fixtures
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**

SPORTS TRAINERS IN ATTENDANCE

6. 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. 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

7. 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

8. 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 e-mail, telephone or personal visit to the junior league office.

SUPPORT FROM JUNIOR LEAGUE

9. 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.



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HOME CLUB RESPONSIBILITY

10. 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 online – a club ground manager or other official shall utilise 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:

11. 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.
12. All assault matters and the identity of those involved.
13. Abusive, insulting, threatening language or harassment of any referee, touch judge, official or other person.
14. Crowd disturbance, riots, brawls etc. and the cause.
15. Any person under influence of intoxicating liquor or Other substances is a serious breaches of junior league rules.
16. 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.

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

CHECKING THE PLAYING SURFACE / FACILITIES

20. 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. If 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.



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BREACH OF JUNIOR LEAGUE RULES

21. 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

22. 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

23. 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.
24. Protect and secure the victim's property and possessions and provide a safe and secure environment if children are involved or with victim.
25. 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.
26. Make a note of circumstances of the incident. The time it happened, what happened, the cause if known and who was involved.
27. 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.
28. Co-operate and assist the emergency service teams when they arrive.
29. 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

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



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4.2 HOSTING VENUE RESPONSIBILITIES

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

1. Correct size footballs and at least 2 of each
2. Corner posts and goal post pads – agility poles cannot be used as corner posts
3. 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
4. Competition rules match day procedures manual
5. Time keepers table and 5 chairs, 1 for ground manager, 2 for opposing managers and 2 for sin bin
6. 1 x bell or hooter to signal players to field, half time and end of play
7. Working Pens
8. HIA and Injury form Pads
9. Match sign on sheets
10. First aid box and bags of Ice
11. Receptacle for blood soiled dressings etc.
12. Clean dressing rooms and toilets
13. Canteen facilities for spectators
14. Easy access for ambulance and prompt medical contact
15. Keep unauthorised persons outside spectator fence
16. Only use approved Kicking Tee's
17. 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



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4.3 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.
2. Where there is doubt regarding the fitness of a ground where a competition match is to be played, consultation between the referees, Ground Manager and senior officials from host club should take place with the final decision resting with the referee.
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.
4. The Referees Appointments Board shall appoint referees to games.
5. In the event of the referee so appointed not attending within ten (10) 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.
6. It is a breach of the NSWRLA 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.
8. All complaints by referees must be submitted online by 5.00pm on the Monday following the match.
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. 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.
11. 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.
12. Any person acting contrary to this clause will be in breach of junior league rules and codes of conduct.



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4.4 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 6's to under 8's coaches 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. 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.
6. **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.
7. Approach players, team officials or supporter base being unreasonable, boisterous and/or using unacceptable language or exhibiting poor behaviour and ask them to refrain from such behaviour.
8. 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.
9. If a coach is not wearing their Panthers Juniors accredited team official shirt or their Junior Club attire, a coach will not be permitted inside the fence or allowed to enter the playing field.



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4.5 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 Score sheets and MySideline Manager APP.
2. Before each game commences, check the E-cards of the opposing team squad and staff to ensure all players names are properly recorded on the Scoresheet and that all E-cards of the opposition 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 5pm the following Tuesday.
4. 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.
5. If a manager is not wearing their Panthers Juniors accredited official shirt or their Junior Club attire, a Manager will not be permitted inside the fence or allowed to enter the playing field.

4.6 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. **FIRST AID** – No person, other than a registered NRL Accredited, League First Aid, Level 1 Sports Trainer or Level 2 Sports Trainer, with an NRL ID number shall administer first aid or offer advice to an injured/ill player.
3. 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.
4. 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.
5. 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.



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4.7 TEAM STAFF AT EACH MATCH

The following officials will be required to wear the compulsory accreditation to access the field of play. No accreditations will be handed out on the day:

1. Coach / Manager – Please ensure you have your club polo or hoodie on to be permitted on field
2. Trainers – Please ensure you collect or purchase a shirt from your club to be permitted on field
3. If your official is NOT compliant – No Entry

TEAM BENCH ONLY:

4. 1 x Coach – 1 x Manager
5. 2 x Trainers for U9 to U12 (Minimum LeagueSafe as Host Venue must supply medical)
6. 3 x Trainers for U13 to Open age (Minimum Green to 15s – Minimum Blue 16s and above per team)
7. No Injured players, No Assistant Coach, No Physio, No Stats Person etc.

COMPLIANCE GUIDELINES:


8. Team Staff have a designated box – stay within it or be ejected
9. Team Staff are NOT to comment on, question or abuse match officials or their decisions
10. Trainers are not to sledge, use unseemly language, walk or coach at any time on field during play
11. Team Staff are not to yell or coach from the bunker under any circumstances
12. 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 14 age group upwards require there to be a currently accredited and registered sports trainer at the venue for each team playing in the match.
13. 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.
14. A team staff member cannot act in multiple roles within the 1 match.
15. 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.
16. 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.



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TRAINERS ARE ALLOWED TO ACCESS THE FIELD OF PLAY:

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

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



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4.8 TEAMS MATCH DAY CARDS

1. Player E-Cards are to be presented prior to a match. Any anomalies noticed with player identification should be noted on the sign on sheet and a protest should be submitted online.
2. 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

3. 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.
4. 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.
5. 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.
6. 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.

4.9 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 ten (10) minutes of the scheduled match time shall be deemed to have forfeited unless satisfactory reasons for the delay are provided to the League.

If the Minimum number of required players to take the field is present, the match must start. If a team refuses, the match is deemed a forfeit.



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4.10 ABANDONED MATCHES DUE TO INJURY, WEATHER OR FOUL PLAY

INJURY

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. If the injury has not been cleared by the full-time bell, then the result shall stand as the start of each half had occurred.

FOUL PLAY

4. In the event that a match is abandoned due to foul play 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 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.

WET WEATHER

7. PDJRL hosting venues for each round must email nathan.mairleitner@panthersjuniors.com.au each Friday Before 10am and officially communicate their venues playability for that weekend.
8. If communication is NOT received prior to 10am each Friday the hosting clubs venue is deemed playable.
9. If communication is NOT received prior to 10am each Friday that clubs venue will only have the following options and outcomes available to them:
 - a. Council closes their venue usually after 2pm or 4pm each Friday – each team will receive 1 competition point for both Saturday and Sunday competitions
 - b. Referees deem your venue unplayable from 8am each Saturday morning, each team will receive 1 competition point for both Saturday and Sunday competitions
 - c. If a Hosting venue deems their venue unplayable between 10am Friday and 8am Saturday – the non-hosting team will receive 2 competition points and all neutral venue fixtures will be replayed within 14 days for both Saturday and Sunday competitions
10. In the event majority of councils' close venues where no games are to be played the round will be deemed abandoned

In Conclusion, regardless of the number of fixtures played each round all matches will be deemed validated. Naturally, our Junior League office will attempt to transfer games from one venue to another where both time, referee availability and venue capacity allows us to do so.

GENERAL RULES

11. The only person authorised to abandon a PDJRL game is the Referee.



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4.11 MAKING CHANGES TO THE DURATION OF A GAME

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. After 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.

4.12 UNAUTHORISED PERSONS INSIDE THE SPECTATOR FENCE

1. It is a breach of the Rules for any unauthorised person to be inside the spectator barrier at any PDJRL venue 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.



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4.13 INTERCHANGE

U6'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 TWO (2) unbroken periods of play and not been replaced, or, for a player who has been injured or sent off.
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 in the next 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 up to eighteen (18) 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



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4.14 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. **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.

4.15 SEND OFF

1. Any player who has been dismissed from the field of play, shall vacate the playing enclosure and will remove his playing jersey in the sheds and 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. It is the responsibility of the club to know the identity of all players representing their club in all matches, including trial games.

U6S TO U12S JUNIOR LEAGUE

U6s to U12s Junior League players may be dismissed from the field of play in one of the following ways:

5. Referee dismissed the player instantly for misconduct. This is an automatic minimum one match suspension (player can be replaced immediately).
6. Referee requests captain to replace player for remainder of the game. No further penalty to player sent off.
7. Referee requests captain to replace player for remainder of the third or half. No further penalty to player sent off.
8. Any misconduct in U6s to U12s Junior Rugby League should be officially reported in the same way as misconduct in an international grade game is reported



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4.16 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/>

4.17 CREATING POSITIVE CULTURE CONFERENCE

The Creating Positive Culture Conference is a Compulsory Pre-season education program delivered for any player, coach, manager and trainer participating in an

- Under 12
- Under 13
- Under 14
- Under 15

PDJRL team in the coming season.

PLEASE NOTE:

1. Completion of the Positive Culture Conference by every squad and staff member to take the field in round 1 of the PDJRL Competition is Compulsory each season
2. Team squad and staff members who do not participate will be de-registered before Round 1 of the PDJRL Competition



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4.18 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.



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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

11. 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.
12. 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.

FINALS SERIES MATCHES

13. 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

14. 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.
15. 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

16. 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.



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TEAM AND CLUB JUDICIARY AND CONDUCT DEMERIT POINT SYSTEM

17. 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.

4.19 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 U6
 - 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 U6 – 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

Guidelines are approved for use for NSWRL affiliated comps at the discretion of competition administrators.



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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.



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4.20 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 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 team giving a forfeit cannot claim a game played
4. 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:

5. 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.
6. 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).
7. 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.
8. 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.
9. The certificate must be submitted to the League Administrators as per the rules of the competition.
10. 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.
11. Playing an unregistered or unqualified player will result in the match being deemed a forfeit.
12. Any player who participates (all 18 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.

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4.21 METHOD OF DETERMINING FINALS POSITION

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

4.22 FINALS SERIES MATCHES

FINALS SERIES MATCHES

1. For competitions administered by PDJRL, time off shall be allowed in both halves during finals series matches
2. The finals series will be a Super 6 series over 3 weeks:
 - a. Week 1: 3rd Place vs 6th Place and 4th Place vs 5th Place – Elimination Finals
 - b. Week 2: Winner of 3rd vs 6th Plays 2nd Place and Winner of 4th vs 5th Plays 1st Place – GF Qualifiers
 - c. Week 3: Winner of week 2 matches play in the Grand Final

4.23 FINALS SERIES TIME KEEPING

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.

4.24 ABANDONED END OF SEASON FINALS MATCHES

1. 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 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.



Panthers Juniors

BY-LAWS

4.25 DRAWN FINALS SERIES MATCHES

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 winners.**
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.

4.26 PROTESTS DURING DRAWN FINALS SERIES MATCHES

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 online, 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.



PANTHERS JUNIORS

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2023