

BALMAIN DISTRICT JUNIOR RUGBY LEAGUE



COMPETITION HANDBOOK & LOCAL RULES

Updated March 2020



**The only interpretation of these the rules in this Handbook will be those of the
Balmain District Junior Rugby League**

1. DISTRICT CLUB POWERS

- 1.1 The affiliation of every junior team and Club that has been a member of the Balmain District Junior Rugby League Club Incorporate (BDJRL) shall be subject to the conditions as the District Club may impose with the sanction of the New South Wales Rugby League Limited (NSWRL).
- 1.2 The District Club may cancel the affiliation of any affiliate Junior League or Junior Club of team, if it fails to observe or comply with any of the rules, constitutions by-laws or any rules of the District Club or any of the conditions that may be imposed upon it by the NSWRL.
- 1.3 The District Club and / or the NSWRL may disqualify any player refusing to play with the District Club when called upon to do so, provided however, that when any player of a club affiliated with the Junior League is called upon to play with the District Club, the player shall not be required to pay any annual subscription of such club.
- 1.4 The District Club shall have the right to call upon any player of any Club affiliated to the BDJRL to play for the District Club.
- 1.5 The representative uniform of the Junior League shall be that of the District Club and no affiliated Club shall use that designated design or colour.
- 1.6 The Junior League is empowered to formulate competition, local rules and by-laws, provided that same have been approved by the District Club and do not conflict with the Constitution of the Balmain Tigers Rugby League Club and NSWRL or the 'Laws of the Game'.
- 1.7 Any affiliated Club, or member thereof, shall be guilty of an offence against these by-laws of the BDJRL if the affiliated Club or any member thereof shall allow any of their members of teams under suspension, disqualification, or being unregistered to take part in any sanctioned NSWRL or BDJRL match.

2. TEAM NOMINATIONS

- 2.1 Entries for the competitions offered shall be in writing to the Administration of the BDJRL on the prescribed Team Nomination Form. All entries shall close on the date fixed by the BDJRL Board.
- 2.2 All matches shall be arranged by the Administration of the BDJRL
- 2.3 Club Secretaries, when nominating teams, are to state the names and previous grades of all players in the team with division preferences. For teams to be accepted for entry and grading, each team must have the minimum number of players as set out in Clause 24.4.



3. PROTESTS

- 3.1 Refer to NSWRL Policies & Procedures Manual (Policy 1.10 Protests and Appeals) for rules as they apply to Protests.

4. APPEALS – JUDICIARY

- 4.1 Refer to NSWRL Policies & Procedures Manual (Section 6 – 8.0 Appeals Committee Code of Procedure) for rules as they apply to Appeals against Judiciary Panel determinations.

5. APPEALS – CODE OF CONDUCT

- 5.1 Refer to NSWRL Policies & Procedures Manual (Section 6 – 8.0 Appeals Committee Code of Procedure) for rules as they apply to Appeals against Code of Conduct Panel determinations.

6. REFEREES

- 6.1 A Referee may only be spoken to if the Ground Manager is first approached. The Ground Manager will then speak to the Referee and enquire if he / she wishes to be approached. If the Referee agrees, the Ground Manager shall remain.
- 6.2 Referees must be aware of who the Ground Manager is prior to kick off
- 6.3 The Referee must complete all official paperwork immediately following the game if a player has been sent off
- 6.4 The Referee must prepare all official paperwork and submit to the Chairman of Balmain Referees with a copy to the Administration of the BDJRL by 9.00am on the Monday following the match
- 6.5 A Referee may request that a Ground Manager cite a player, official or spectator.

7. SUB-COMMITTEES

- 7.1 The affairs of the BDJRL shall be controlled and managed by the Board of Directors and such other sub-committees as may be appointed by the Board of Directors. All Sub-Committees shall submit in writing regular reports of all of their activities to the Board of Directors.
- 7.2 At the time of appointing a Sub-Committee, the Board of Directors shall detail the nature and duration of such Sub-Committees activities.
- 7.3 No player, or any person under the age of eighteen (18) shall be entitled to a position of the Board of Directors or any Sub-Committee from time to time appointed.
- 7.4 The Balmain District Rugby League Referees Association shall be entitled to a position on the Board of Directors and participate as full Board Members, including positions on any Sub-Committee nominated. Such member to be nominated by the Balmain District Rugby League Referees Association in accordance with their Objects and Rules.
- 7.5 The Chairperson of any Sub-Committee shall have the power to admit visitors to, or exclude them from meetings, but no visitor shall have the right to vote, but may, with the consent of the Chairperson, address any Sub-Committee meeting.



8. BALMAIN DISTRICT JRL CODE OF CONDUCT

- 8.1 All Code of Conduct issues that occur in the Balmain District JRL will be referred to NSWRL for determination of charge.
- 8.2 NSWRL will conduct hearings as required.

9. APPEALS COMMITTEE

- 9.1 An appointed Appeals Committee shall deal with all appeals. Any appeal against a decision of the BDJRL and its Sub-Committees shall be made in writing to the District Club via the Administration of the BDJRL, and the decision of the District Club Appeals Committee shall be final.
- 9.2 Each appeal or protest must be in writing and accompanied by a deposit of \$150 which will be forfeited if the appeal or protest is held to be frivolous or groundless by the Appeals Committee. Pending the result of any appeal all decisions shall be final.
- 9.3 A Club cannot appeal on behalf of a member; all such appeals must be made by the person concerned in writing. Appeals other than personal from decisions of the BDJRL or District Club must be lodged within seven (7) days .
- 9.4 Protests relating to overage, unqualified or suspended players may be made by any Club playing in the competition or by an official of the Junior League before 6pm on the third day following the match in which such player took part and shall be lodged with the Administration of the BDJRL. A copy of the protest shall be supplied to the Secretary of the Club complained against, by the Secretary of the Club protesting, via email or registered mail.

10. RULES & COMPETITION COMMITTEE

- 10.1 The Rules and Competitions Committee shall consist of a Chairperson and two (2) other members approved by the Board.

11. FINANCE COMMITTEE

- 11.1 The Finance Committee shall consist of a Chairperson and two (2) other members approved by the Board.

12. JUNIOR RUGBY LEAGUE (6-12 YEARS)

- 12.1 All Junior Rugby League (6-12 years) laws of the game shall be adhered to with the exception of any BDJRL local rules (an example of a Local Rule is not kicking for touch when there is a possibility of losing the ball).
- 12.2 All Under 6 to Under 8s games are NON-COMPETITIVE and NO scores are to be recorded or published.

12.3 Minimum Playing Time

Under 6 to Under 9	Minimum game time – 2 full quarters
Under 10 to Under 12	Minimum game time – 1 full half



Please note that minimum game times cannot be spread over the entire game. Where the rule stipulates that two full quarters must be played, barring injury, the player should be on the field for the entirety of those two quarters, not the equivalent of two quarters of play over the course of the game.

In Under 10s to Under 12s there should be no substitutions in the first half of play.

12.4 Under 6s & Under 7s Facilitation of Games

In Under 6s and Under 7s fixtures, games will be facilitated (refereed) by the coaches on the field as per NRL guidelines (Facilitating a Game for Under 6s and Under 7s resource).

Both Coaches will share the facilitation of the game. The Coach whose team is defending will assume the role of facilitator. The coach of the attacking team will take a passive role in facilitation.

All Coaches are required to wear pink vest whilst facilitating on field.

12.5 Under 6s

Coaches are required to be on the field and run behind the players remaining behind their last player.

Coaches must not man-handle or touch players or interfere in any way with opposition players in making forward progress or when attempting to make a tackle.

In Under 6s fixtures, the coach whose team is defending will call the tackles, have the players remain onside in defence, monitor and utilise the NRL Safe Play Code and also implement the 'Chance' rule (knock on / running out / forward pass IS NOT a turnover it is a play the ball)

12.6 Under 7s

Coaches are required to be on the field and run behind the players remaining behind their last player.

Coaches must not man-handle or touch players or interfere in any way with opposition players in making forward progress or when attempting to make a tackle.

The 'Chance' rule is not implemented in Under 7s fixtures.

Should there be any disagreements about the implementation of the rules of the NRL Safe Play Code the coach is directed to alert the Ground Manager to watch and assist with decision making and implementation of the rules and laws of the game.

12.7 Under 8s

Coaches are not permitted on the field during the match. They must remain seated at their team bench.



12.8 Under 9s

In Under 9s fixtures, all games should involve kicking conversions after try's are scored. If mini posts are unavailable, players should be directed to attempt try conversions over the international posts running parallel to the field

12.9 Safe Play Code and Vested Players

Referees will penalise defenders who use the DH or FR vests to effect a tackle on the ball carrier in a dangerous manner. This includes, but is not limited to, the vests being pulled which may choke the ball carrier or cause a whiplash action.

This may be covered under the Safe Play Code Section 1 (Tackle Zone) if the contact is around the neck region of the vest (contact is made above the armpits), and may also be covered in Section 5 (slinging).



12.10 NRL Laws of the Game – Infographics

Under 6's & 7's					
 40X20M FIELD SIZE	06 players TEAM	 8 mins X4 GAME TIME	 1 Pass # OF PASSES	 6 per Set # OF TACKLES	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT 5M LINE	 NO CONVERSIONS	 NO KICKING IN GENERAL PLAY	<i>6's only</i> forward pass run into touch knock on CHANCE RULE	
Under 8's & 9's					
 68X30M FIELD SIZE	08 players TEAM	 8 mins X4 GAME TIME	 9 yrs FR DH 2 Pass # OF PASSES	 8 yrs FR 2 Pass # OF PASSES	DEFENDERS STAND BACK 5M
 6 per Set # OF TACKLES	 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 U8s NO KICKING IN GENERAL PLAY	 U9s KICKING ALLOWED (NO BOMBS)
Under 10's & 11's					
 80X48M FIELD SIZE	11 players TEAM	 20 mins X2 GAME TIME	 FR DH 2 Pass # OF PASSES	 6 per Set # OF TACKLES	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)		
Under 12's					
 100X68M FIELD SIZE	13 players TEAM	 20 mins X2 GAME TIME	 FR DH 2 Pass # OF PASSES	 6 per Set # OF TACKLES	DEFENDERS STAND BACK 5M
 NO SCRUMS	 TAP RE-START AT HALF WAY	 CONVERSIONS ALLOWED	 KICKING ALLOWED IN GENERAL PLAY (NO BOMBS)		



13. WASHED OUT ROUNDS

- 13.1 If a full Round is washed out then the Round will be considered abandoned and all games will not be replayed. This will be reflected in competition scoring and ladders (zero competition points and zero for and against)
- 13.2 If the MAJORITY of competitive games in a Round are washed out and cannot be played then the entire Round will be considered abandoned. Games will not be replayed and any games that were played will be deemed abandoned and this will be reflected in competition scoring and ladders (zero competition points and zero for and against)
- 13.3 If a MINORITY of competitive games in a Round are washed out and were not played, any games not played due to ground closures / inclement weather will need to be replayed within 14 days of the original fixture. If this cannot be achieved, the match will then be deemed abandoned with neither team receiving competition points.
- 13.4 Please refer to the BDJRL wet Weather Policy document on page 20 for full details.

14. CODE OF CONDUCT – GENERAL

14.1 The NRL National Code of Conduct

All people involved in, or that are attending a Junior Rugby League game are bound by the NRL National Code of Conduct whether they are a player, an official, a parent or a spectator.

14.2 Misconduct

The Ground Manager has the authority to cite any player, official or spectator for any breach of the NRL National Code of Conduct.

The Ground Manager has the authority to request the Referee to stop or terminate play for any apparent breach of the NRL National Code of Conduct.

15. VIDEOING & PHOTOGRAPHY

- 15.1 Refer to NSWRL Policies & Procedures Manual (Policy 2.28 Video and Photography Policy) for rules as they apply to videoing and photography.

16. ALCOHOL AT GROUNDS

- 16.1 Refer to NSWRL Policies & Procedures Manual (Policy 4.1 Alcohol Sales and Supply) for rules as they apply to sale and consumption of alcohol at grounds.

17. SMOKING AT GROUNDS

- 17.1 Refer to NSW Government Smoke Free Environment Act 2000 for rules around smoking at grounds.

18. GLASS BOTTLES

- 18.1 Glass bottles of any type are not permitted at any BDJRL venue or in associated dressing rooms.



19. REGISTRATION

- 19.1 All registrations must be completed online as per the method prescribed by the National Rugby League (NRL).
- 19.2 For all players under the age of eighteen (18) years, online registrations must be completed by a parent or guardian. By accepting Terms and Conditions of registration on behalf of a child under the age of eighteen, the parent is bound by all of the rules and regulations of their Club and also to the BDJRL and any affiliated League.
- 19.3 All proof of birth documents must be uploaded to the MySideline database and attached to the registered persons member record.
- 19.4 Players must have attained the age of four (4) before being allowed to register to play or take part in any training, trial or sanctioned match.
- 19.5 Registrations for all players, coaches and officials, including but not limited to Managers, Sports Trainers, may take place from 1 November to 30 June with exceptions at the discretion of the BDJRL Board.
- 19.6 Registration shall be completed each year, prior to a player's or team officials participation in a match.
- 19.7 Playing of unregistered players will be subject to a fine and loss of competition points.
- 19.8 Players are only permitted to be registered with one Club in any one season. Refer to NSWRL Policies & Procedures Manual (Policy 1.8 Playing with More Than One Club) for rules as they apply to registration.
- 19.9 Players whose team has withdrawn from any competition after the commencement of the competition will be allowed to make application for re-registration with other Clubs
- 19.10 Any irregularities detected or brought to the attention of the Junior League, on or after July 1 in the year of competition may result in a team suffering a loss of competition points and / or being de-registered from the Competition and the offending Club may be fined.

20. PLAYER AND TEAM OFFICIAL GAME DAY IDENTIFICATION

- 20.1 All players and team officials should ensure that they have current electronic registration cards which are available on the NRL MySideline Manager App.
- 20.2 Electronic player registration cards should also include a photo of the participant.
- 20.3 Photos on electronic registration cards are to be updated for ALL players every three years in the following age groups:
 - Under 6 (unless the player is returning to Under 6s for a second or third season)
 - Under 9
 - Under 12
 - Under 15
 - Under 18/19
- 20.4 Officials should update their online photos at a minimum of every five (5) years.

21. DE-REGISTRATION

- 21.1 De-registration is permitted with a maximum number of 5 players per team in age groups from Under 6 to Under 12.
- 21.2 Junior and Senior International de-registration limits are determined by NSWRL Conference Competition Coordinator.



- 21.3 De-registrations must be completed in writing by June 30 each year to the Administration of the BDJRL.

22. TRANSFERS / CLEARANCES

- 22.1 Playing a player without permission to transfer and appropriate clearances will result in the Club being fined and a possible loss of competition points.
- 22.2 Any player that transfers and registers or plays in another District and wishes to return to BDJRL in the same season shall only be approved at the discretion of the BDJRL Board.
- 22.3 Only two (2) players in total from any one Club within the District may transfer from any one age group to another Club within the District into the same age group or multiple age groups in any one year. This rule applies for all players from age groups Under 6 to Under 17 inclusive.
- 22.4 If a Club official relocates to another Club, the receiving Club cannot accept any registrations of previously registered players that were under that Club official's direct care and control except for his / her own children.
- 22.5 The NSWRL Player Transfer Policy (Policy 2.22 Player Transfer Policy – Junior League Football) will be applied to all requests for transfer / clearance.

Clearance Requirements

- 22.6 All clearances must be applied for online by the Club accepting the new registration, or by the player requesting clearance.
- 22.7 Once the clearance has been finalised by the original Club and the District, the player, or player's parent / guardian, will be sent an email and will be required to finalise the clearance online. Once completed, the player will be required to complete their online registration.
- 22.8 Player registration cards will not be supplied until the registration process is finalised by the player or player's parent / guardian.

23. DUTIES OF OFFICIALS

Working With Children Check Requirements

- 23.1 All Club Officials must apply online for a 'Working With Children Check' under the Child Protection (Prohibited Employment) Act 1988. Officials need to supply their WWCC Number to the Club to which they are registered and the Club needs to check the validity of the WWCC number. The Club is required to keep an up to date record of all Club Officials and their WWCC numbers along with the status of the numbers provided.
- 23.2 Refer to NSWRL Policies & Procedures Manual (Policy 2.3 Child Protection Policy (Working with Children Check)) for rules as they apply to Working with Children Check Legislation.

Multiple Roles



- 23.3 All Coaches, Managers and Trainers may only fill one (1) role per team and must produce an authorised registration card to undertake that role on game day.
- 23.4 If a team official is not able to be present on Game Day another suitably registered and accredited person is able to stand in for registered and assigned officials for that team
- 23.5 Stand in officials will be required to show proof of their accreditation

Club Officials

- 23.6 Clubs should monitor at all times the behaviour and actions of their players, coaching staff, Club officials and spectators and report any breaches of the NRL National Code of Conduct to the Administration of the BDJRL.

Duties of the Ground Manager

- 23.7 The Ground Manager is to ensure that the grounds are set up correctly.
- 23.8 They are to ensure that all By-Laws and Rules are enforced.
- 23.9 The Ground Manager is to check all coaches, managers and LeagueSafe trainers, Sports First Aiders, Level 1 and Level 2 Sports Trainers and players registrations cards. Cards should be checked at least 15 minutes prior to kick off of any game.
- 23.10 Without a card, players, coaches, managers and trainers may not be able to participate in any game. The Ground Manager may check qualifications with the Administration of the BDJRL.
- 23.11 The Ground Manager is to enforce that trainers and coaches remain in a designated area during the game, when they are not undertaking their prescribed duties.
- 23.12 The Ground Manager should ensure that correct interchange procedures are performed.
- 23.13 They should oversee the management of injury time procedures.
- 23.14 Ensure qualified trainers are in attendance as per the NRL Onfield Policy.
- 23.15 It is a District expectation that Go pro's are to be used by all Ground Managers during games. This is to ensure the safety of players and spectators. Both the District and NSWRL may call upon footage if required.
- 23.16 The Administration of the BDJRL should be notified of all results, preferably by email, by 5.00pm on the day of the games. Copies of sign on sheets (original or electronic) to be submitted to the Administration of the BDJRL by Monday 5.00pm following the match.

Coaches

- 23.17 Appointed Team Coaches must possess the appropriate coaching accreditation which is current and valid or be prepared to attend an appropriate coaching course in their first year of appointment as a Coach by 31 May in the year of commencing coaching (or competing season).
- 23.18 Coaches may not substitute their position for a trainer of their own side at anytime during a game, even if they are qualified to do so.

Team Managers

- 23.19 Team Managers must ensure that Player and Team Staff ID Cards are available through the NRL MySideline Manager App
- 23.20 Managers must sit at the official table during the match.



- 23.21 They shall record the score (with the exception of U6-U8 games) and manage the official game clock
- 23.22 They shall record interchange of players on and off the field as replacements occur
- 23.23 They shall sign the sign on sheet at the end of the game to verify that the scores recorded are correct
- 23.24 If any player is dismissed from the field (sent off by the Referee) they must obtain all paperwork and hand to the player concerned before leaving the ground.

Trainers

- 23.25 For specific rules as they relate to trainers and their duties during a match, please refer to the NRL On-Field Policy.
- 23.26 Trainers appointed to teams must possess the appropriate accreditation which is current and valid or be prepared to attend an appropriate course in their first year of appointment as a Trainer before commencing their duties.
- 23.27 Trainers must be listed on the sign on sheet (name and signature) prior to the match commencing.

24. LOCAL COMPETITION RULES

- 24.1 Conditions governing all competitions administered by BDJRL including the number of teams in each grade / division shall be determined by the Administration of the BDJRL and is subject to approval of the BDJRL Board.

Minimum Play

- 24.2 In U6 to U9 every player signed on the sign on sheet must play TWO COMPLETE QUARTERS of the game barring injury. The rule states that two full quarters must be played, not the equivalent game time. Players should not be interchanged in U6 to U9 games.
- 24.3 In U10 to U12 every player signed on the sign on sheet must play ONE COMPLETE HALF of the game barring injury. This means that if the player starts the game, they must play the entire first half. The rule states that a full half must be played, not the equivalent game time. There should be no interchange in the first half of the game.

Player Numbers Per Team

- 24.4 The following table specifies the minimum number of players required to be able to nominate a team in the Competition and the maximum number of players allowed to be registered in any one team:

Team Nominations		
Age	Minimum Number of Players	Maximum Number of Players
U6-U7	6	10
U8-U9	8	12
U10-U11	8	16
U12	11	18
U13 – Open	<i>As per NSWRL Conference Competition Rules</i>	



On Field Minimum Numbers

24.5 The following table specifies the minimum number of players permitted to take the field for any one side for a game to commence:

On Field Minimum Player Numbers		
Age	Minimum Number of Players	Maximum Number of Players
U6-U7	4	6
U8-U9	6	8
U10-U11	8	11
U12	11	13
U13 – Open	9	13

- 24.6 All teams must have the minimum number of correct aged players to field a team before being allowed to use an additional four (4) younger players to play up an age group.
- 24.7 Any player playing up an age group is not allowed to take the field at the expense of a correct aged player (younger players must not take the field before a player of the correct age).
- 24.8 Exceeding the maximum number of players on the field will result in a fine and / or loss of competition points and / or a forfeit being awarded against the offending team.
- 24.9 Any team taking the field with minimum number of players as specified above, and who consequently has a player sent off or injured shall forfeit the match and the opposition team shall be declared the winner by forfeit irrespective of the score at the time the game is terminated.

Game Sign on Sheets

- 24.10 Sign on sheets must be signed by each player in the team (ages Under 9 and above), as well as the team coach and the appropriate trainers in the presence of the Ground Manager or any member of the BDJRL who may have been appointed for that purpose. This may be witnessed, on request, by the Referee or the opposing Team Manager.
- 24.11 At the end of the match, the sign on sheet must be signed by both Team Managers and the Referee. This will verify the final score for competition table purposes.
- 24.12 Sign on sheets must not leave the official table (except for their protection during inclement weather or during Finals Series). During Finals, a second Ground Manager is able to take the sign on sheet to the dressing sheds to collect signatures prior to the game.
- 24.13 Each team’s Player and Staff Identification Cards (Team ID Cards) must be available for the duration of the game.
- 24.14 Sign on sheets are produced for each match from the MySideline Competition Management Database.

Under 6 – Under 8 Signing On Procedure

- 24.15 In U6 to U8 matches, players are not required to sign the sheet.



- 24.16 Team Managers can indicate in the space required on the sign on sheet in which two quarters (minimum) the participants took part
- 24.17 Team Coaches and Trainers are required to sign the sheet before the game commences

Under 9 – Under 12 Signing on Procedure

- 24.18 In U9 to U12 matches, all players available and participating are to sign the sheet
- 24.19 Team Managers should indicate in the space required on the sign on sheet in which half (minimum) that participants took part
- 24.20 Team Coaches and Trainers are required to sign the sheet before the game commences
- 24.21 All players participating in the match must be signed on prior to half time.

Player Misconduct (Under 6 to Under 12)

- 24.22 Players in U6 to U12 aged competitions may be dismissed from the field of play in any of the following three methods:
 - a) Referee dismisses player from the playing field instantly for misconduct. This is an automatic one (1) week suspension (player cannot be replaced)
 - b) Referee requests coach to replace player for the remainder of the game. This is an automatic one (1) week suspension
 - c) Referee requests coach to replace player for remainder of the quarter or half. No further penalty to the replaced player
- 24.23 If any of the above actions are undertaken during a match, both the player dismissed or replaced, and the detail of the action undertaken, should be written on the sign on sheet.
- 24.24 If the Referee considers a dismissal for misconduct warrants a longer penalty than listed above they must request this in writing to the Conduct Review Panel via the Administration of the BDJRL. They must also inform the Ground Manager who must notify the Team Manager and the player and then contact the Administration of the BDJRL.

Concussion

- 24.25 Any player with a suspected concussion should immediately be removed from the field of play by the Head Sports Trainer/First Responder (Orange Shirt or Highest Qualified Trainer in attendance). Refer to NSWRL Policies & Procedures Manual (Policy 4.17 Head Injury Assessment and Return to Play Procedures) Please refer to the NRL On Field Policy for the qualifications required to act in this role. If a concussion is suspected all management procedures outlined below must be followed and the player is NOT PERMITTED to return to play on the same day.

Injuries (Under 6 to Under 12)

- 24.26 An injured player leaving the field must return to the field within three (3) minutes or take no further part in the game
- 24.27 The replacement player used for the injured player (U6 to U9) must play two FULL quarters of the game in addition to the incomplete quarter when they replaced the injured player



- 24.28 The replacement player used for the injured player (U10 to U12) must play one FULL half of the game in addition to the incomplete half when they replaced the injured player

Time Off

- 24.29 There is no time off in the first half of any match in all age groups
- 24.30 There is no injury time (clock will not stop for injury) in all games Under 6 to Under 12
- 24.31 For Under 9 to Under 12 Grand Final matches only, there will be no time off in the first half but a maximum of five (5) minutes time off in the second half, as signalled by the Referee.

Games Terminated Due to Extraordinary Circumstances

- 24.32 If the third quarter (U6 to U9) or the second half (U10 to U12) of a match is commenced, but due to unforeseen circumstances which include, but are not limited to, injury or inclement weather conditions, the game shall be declared as 'PLAYED' and competition points and points for and against will be awarded accordingly
- 24.33 If a game is stopped by a Referee following the commencement of the third quarter (U6 to U9) or the second half (U10 to U12) due to breaches of the NRL National Code of Conduct, the game shall be declared as 'PLAYED' and allocation of competition points / confirmation of result of the match, will be held over until the completion of any investigation or disciplinary action taken by the BDJRL under the Code of Conduct.
- 24.34 If a match is stopped prior to the commencement of the third quarter (U6 to U9) or the second half (U10 to U12), games **MAY** be replayed. A review will be held by the Administration of the BDJRL into whether the match should be replayed.

Late Start of Match

- 24.35 If a team is not present at the official start time, the Ground Manager will start the game clock.
- 24.36 If a team can field a side prior to 10 minutes elapsing on the game clock, the Ground Manager shall deduct half of the time elapsed from each half of the game. The Ground Manager should inform the Referee and both Team Captains of the shortened game time.
- 24.37 If a team is unable to field a side after 10 minutes has elapsed on the game clock, the Ground Manager shall declare the match a forfeit against the offending team.

Playing in a Higher Grade / Division

- 24.38 Playing up forms must be signed by the parent of the player and Club representative prior to the player taking the field. The ground manager must then submit the form to the District administrator for approval.
- 24.39 If a Club has two (2) sides in the **same** division, players may only play in the team with which they are registered and may not play with in the other team under any circumstances. Any infringement of this rule will be subject to a fine and / or loss of competition points.
- 24.40 A player registered in a lower division team is **permitted** to play up in divisions within the same age group.
- 24.41 A player registered in a higher division team is **not permitted** to play down a division.



- 24.42 A player registered in a higher age team is **not permitted** to play in a lower age team, irrespective of his birth age.
- 24.43 A player playing up cannot take the starting place of an available registered player in that team.
- 24.44 Once a player plays more than four (4) games in the starting side and / or four (4) games from the bench in a higher grade then that player must remain in the higher grade and may not return to the lower grade.
- 24.45 No player that has signed on may sit on the sideline if less than a full team has taken the field
- 24.46 Provided a player fulfils his commitments to his registered team on the same day, the player may play up an age group or division so long as Rule 24.36, 24.37, 24.38, 24.39 and 24.40 are complied with

Forfeits

- 24.47 All forfeits must be notified to the Administration of the BDJRL by the Club Secretary before 8.00pm on the Thursday prior to the game stating the reason for the forfeit.
- 24.48 If the forfeit is NOT notified to the Administration of the BDJRL within the correct timeframe, the offending Club shall be subject to a fine.
- 24.49 If the Ground Manager is informed of a forfeit on the day of a match, the following process should occur:
 - a) Start the game clock at the scheduled starting time
 - b) Team the not forfeiting shall sign their sign on sheet
 - c) The Ground Manager shall wait for ten (10) minutes to elapse on the game clock before declaring a forfeit and marking the sign on sheet accordingly
 - d) Team Manager and Referee are to sign the forfeited sign on sheet
 - e) Ground Manager to inform the Administration of the BDJRL of the forfeit
- 24.50 If a team has two (2) consecutive forfeits, the Club will be asked to show cause in writing as to why the team should not be removed from the remainder of the competition
- 24.51 If a team forfeits three (3) games in the regular competition, the Club will be asked to show cause in writing as to why the team should not be removed from the remainder of the competition.
- 24.52 If a team forfeits the last round of regular competition, the Club will be asked to show cause in writing as to why the team should not be removed from the remainder of the competition.
- 24.53 Any team forfeiting a play-off, semi-final or final match shall be deemed to have withdrawn from the competition and be removed from the Finals Series completely and the next placed team in the competition may be offered that spot at the discretion of the Administration of the BDJRL
- 24.54 If a team forfeits a Grand Final, all the registered players and officials in that team will have an immediate 12 month (calendar) suspension imposed unless exceptional circumstances prevail
- 24.55 Any team that receives a forfeit will have seventeen (17) points added to their 'points for' and zero (0) points added to their 'points against'.



Competition Points

- 24.56 Competition points are awarded as follows:
- a) WIN – 2 competition points
 - b) DRAW – 1 competition point
 - c) LOSS – 0 competition points
 - d) BYE – 0 competition points
 - e) FORFEIT – 0 competition points (for team giving forfeit)
 - f) FORFEIT – 2 competition points (for team receiving forfeit)
 - g) WASHOUT – 0 competition points

25. FINALS AND GRAND FINAL RULES

Player Eligibility

- 25.1 The eligibility of a player to participate in any match included in the Finals Series will be determined on the basis of their player record at the conclusion of the rounds of the regular competition season
- 25.2 All players must have played a minimum of five (5) games for their team during the regular season to be eligible for the Finals Series
- 25.3 If a player is prevented from playing five (5) games during the regular season due to injury appropriate medical proof needs to be supplied to the Administration of the BDJRL. A medical certificate must be received within 14 days of returning to play from injury.
- 25.4 A player having played in a higher grade in the starting side during a Finals Series match will be ineligible to compete in his own grade finals. A player who plays in a higher grade as an interchange player is still able to compete in his own grade finals.
- 25.5 A player may play up from a younger age group, or a lower division (as long as they have fulfilled their obligation to their own team) as long as this player is not taking the place of a player who is registered and available to the team. If a player is unavailable due to injury or illness shall submit proof of injury or illness (medical certificate) to the Administration of the BDJRL prior to the commencement of the Finals Series. The younger player, or player from the lower division, should then be permitted to play without having to satisfy minimum game requirements.
- 25.6 Any team found guilty of playing an unregistered or unqualified player shall be deemed to have forfeited the match and shall be subject to a fine.
- 25.7 Any team found guilty of taking the field with additional players in any Finals Series game shall be deemed to have forfeited the match.

Drawn Games

- 25.8 If scores are equal at the conclusion of normal time in any semi-final or final match (not Grand Final) two periods of 5 minutes of 'golden point' extra time will commence. If at the end of the two five minute periods there has been no score, then after a two minute break, teams will play a further period of 'golden point' until a team scores. There will be no time limit for the remainder of this golden point period.



- 25.9 If scores are equal in a Grand Final, two period of 5 minutes of 'golden point' extra time will commence. If at the end of the two five minute periods there has been no score, both teams will be declared joint premiers.

26. LOCAL RULES

- 26.1 The following grounds have kicking restrictions:

10 metres to be given on request only

26.2 Birchgrove Oval

Main Oval – no kicking for touch on the water side whilst mini / mod field is in use

Mini / Mod Oval – no kicking for touch when main oval is in use / no kicking for touch on water side at any time

All spectators will be required to remain behind the fence for both Mod and Main fields.

26.3 Blackmore Oval

No kicking for touch on factory side

26.4 Frank Street

No kicking for touch on factory side

26.5 Cressy Road

No kicking for touch on Buffalo Road side

26.6 King George Park

No kicking on water side

26.7 TG Milner

No kicking on top field, house side



FINES AND FEES

INFRINGEMENT	FINE	REMARKS
Late Fees	\$100 per event	A fine will apply to clubs who ignore closing dates. The fee is paid to the Junior League
Playing an unregistered or unqualified player	\$300 per match	The match will be considered a forfeit. The fee is paid to the Junior League.
Not obtaining appropriate clearances at the time of registration	\$400 per offence	The player will not be eligible to play until appropriate clearances have been obtained. The fee is paid to the Junior League.
Playing a player who exceeds the age in any grade	\$400 per match	The match will be considered a forfeit. The fee is paid to the Junior League.
Registration irregularity occurring after July 1	\$100 per offence	Depending on the breach, there may be a loss of competition points and / or deregistration of the player/s concerned. The fee is paid to the Junior League.
Playing a player in two (2) teams in the same division	\$150 per match	Loss of competition points for each breach. The fee is paid to the Junior League.
Not notifying the League of a forfeit by 10:00am on the Friday prior to the match	\$400 per offence	The fee is paid to the Junior League.
Appeal against a decision	\$500 per appeal	This fee is paid to NSWRL.
Protest of a rule or regulation	\$500 per protest	This fee is paid to NSWRL.



BDJRL Wet Weather Policy

This Policy has been developed to ensure the correct procedures are followed regarding wet weather rounds. Please see below Balmain District Junior Rugby League Bi Laws and additional information which is to be implemented in the case of wet weather:

1. If a full Round is washed out then the Round will be considered abandoned and all games will not be replayed. This will be reflected in competition scoring and ladders (zero competition points and zero for and against)
2. If the MAJORITY of competitive games in a Round are washed out and cannot be played then the entire Round will be considered abandoned. Games will not be replayed and any games that were played will be deemed abandoned and this will be reflected in competition scoring and ladders (zero competition points and zero for and against).
3. If a MINORITY of competitive games in a Round are washed out and were not played, any games not played due to ground closures / inclement weather will need to be replayed within 14 days of the original fixture. If this cannot be achieved, the match will then be deemed abandoned with neither team receiving competition points.
4. In the event of wet weather, the district has a right to cancel games no later than 5pm Saturday, prior to the day of play.
5. The district has final say as to whether competition rounds will go ahead or be deemed abandoned.
6. In the case of the round being deemed abandoned, should clubs wish to play "Friendly" games if their ground is still open, they must seek approval from the Balmain District Administrator prior to commencement.
7. For the full wet weather policy for conference competitions, please refer to item 6.71 in the conference competition handbook.