



BALMAIN DISTRICT JUNIOR RUGBY LEAGUE

2020 Competition Handbook & Local Rules

Modifications to 2020 BDJRL Competition Handbook as a result of COVID-19 impacts

The following document provides a summary of rule modifications to the 2020 BDJRL Rugby League season as a result of the impacts of COVID-19. These rule modifications supersede existing Rules and By-laws outlined in handbook and local rules

Note: Please be advised that these amendments have been implemented for the 2020 season only and should not form the basis of applications for dispensation to rules in future seasons.

1. BALMAIN DISTRICT JRL CODE OF CONDUCT

In 2020, all Judiciary and Code of Conduct hearings for BDJRL that have been referred to NSWRL, will be held via video conferencing / zoom meetings which will be advised by NSWRL.

2. FORFEITS

If a team is required to undertake mandatory quarantining requirements in the event that a player or players from the team have been exposed to the COVID-19 virus, and those requirements result in a forfeit, the result of the match will be considered a draw. Adequate medical proof is required to be submitted to the District Administrator for approval.

3. MATCH DURATIONS

Due to current Government restrictions on social gathering numbers at venues (500 or less at any one time), there is a requirement to have extended breaks in between games in order to avoid exceeding these limits when teams are arriving to a venue whilst other teams are still playing.

This impacts on the scheduling of matches and the total number of matches that can be held at a venue for the day. To minimise this impact, the following modifications to match durations must be implemented whilst social gatherings are restricted to 500 people or less at a venue:

Age Groups	Game times	Period 1	Drinks Break	Period 2	Half time	Period 3	Drinks Break	Period 4	Gap required between matches	Total time
U/6's to U/7's	4 x 8	8	2	8	3	8	2	8	15	54
U/8's to U/9's	4 x 8	8	2	8	3	8	2	8	10	49
Please note: For U6s to U9s, play will resume from a Quarter time break at the point as per the laws of the game – a kick off										
U/10's to U/12's	2 x 20	10	2	10	4	10	2	10	10	58
U/13's to U/15's and Girls U/14 to U/18's	2 x 24	12	2	12	4	12	2	12	10	66
U/16 to U/23's	2 x 30	15	2	15	5	15	2	15	10	79
Open Age 2&3	2 x 30	15	2	15	5	15	2	15	10	79
Open 1	2 x 40	20	2	20	5	20	2	20	10	99
Please note: For all other age groups and grades, play will resume from a Drinks Break at the point in which the match was stopped										

4. FIRST AID / TRAINERS

All trainers who enter the field of play, must not carry water bottles or administer water to players during play. Drink breaks will be scheduled for quarter, half and three-quarter break times as outlined in the match duration table above.

5. REGISTRATION

The June 30th cut off for players to register and de-registrations to occur, will not be in effect for the 2020 season. Player eligibility requirements for participation in Finals Series will still apply

6. MATCH DAY OPERATIONS

Players are encouraged to turn up to their game dressed and ready to play as change room facilities may not be available. Once a team has signed on, they are permitted to carry out their warm up in their allocated area. Teams should not return to change rooms (if available) and should enter the field of play straight from their warm up location.

7. FINALS SERIES

All players in all U/9's to U/12's competitions must have played a minimum of three (3) regular competition matches over the course of the season for the same team to be eligible for that team in finals series matches.

8. DUMMY HALF/ FIRST RECEIVER VESTS (DH AND FR)

The requirement for FR and DH vests to be rotated at half-time in matches is null and void for the 2020 season only. That is, the same players may wear the DH vest and FR vest for the whole match. That means clothing and equipment **MUST NOT** be shared between players, as per COVID safe practices.

The NSWRL recommends all participants are given the opportunity to play in the DH or FR role at some point during the season.

Each ground will be allocated a spare FR and DH vest to be used only in the instance that a player is removed from play due to injury or concussion.