



# GROUP 3 JUNIOR RUGBY LEAGUE INC.

## RULES, BY-LAWS & GUIDELINES

### SEASON 2023



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Latrell Mitchell –Taree Red Rovers JRL



Matt Coker – Taree Panthers



Holly Wheeler – Old Bar



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## ACKNOWLEDGEMENT OF COUNTRY

*The Group 3 Junior Rugby League acknowledges the traditional Worimi and Biripi custodians of the lands on which our Group 3 Junior Rugby League Clubs conduct our competition. We pay our respects to their Ancestors and Elders, past, present and future. Group 3 Junior Rugby League honours the Australian Aboriginal and Torres Strait Islander peoples cultural and spiritual relationships to the land, waters and seas, and their rich contribution to Australia.*



*Always was and always will be.*

## NATIONAL SAFE PLAY CODE U6 - U15 YEARS & U16 GIRLS TACKLE

The Safeplay Code is to be enforced across all 6-15 years matches and will also include the U16 Girls Tackle  
In summary:

- Tackles above the armpits are not permitted;
- Dangerous tackles:
- The tackler's legs cannot be used to trip, or in a throw movement;
- Adopting a crotch hold is not permitted;
- Shoulder charges are not permitted;
- A ball-carrier cannot be lifted
- Ankle taps are not permitted
- Aggressive palms are not permitted. The ball-carrier cannot "thrust" out an arm to contact the defender above the shoulder.
- Slingswinging is not permitted, nor is a player able to push an opponent.
- Dangerous flops are not permitted. A defender cannot drop or fall on a player who is lying on the ground (placing a hand on the player to affect the tackle is most suitable).
- Surrender (in the tackle). The ball-carrier may surrender in the tackle. Defenders must not complete the tackle.
- Verbal abuse/Foul language is not permitted. The use of threatening or offensive language is not permitted.
- Scrums: Pushing or pulling in, or rotating a scrum is not permitted.

### A: COMMENCEMENT & DEFINITIONS

- 1) The name shall be **Group 3 Junior Rugby League Inc.** and is a constituent Community Rugby Group of the NSWRL Inc.
- 2) Any rules and by-laws made by this Group shall not be inconsistent and/or repugnant to aforesaid NSWRL constitution but shall be made to satisfy local conditions.
- 3) The objects of the Group shall be,
  - a) To encourage, foster, promote, extend, develop, govern, and control Junior Rugby League Football within the boundaries under the control of the Group 3 JRL.
  - b) To co-ordinate, encourage, assist, and support the Junior Rugby League Football activities of all clubs within the Group 3 JRL and to represent such club in their relations with the NSWRL and with other sporting organisation's and to assist such clubs to co-operate with each other.
  - c) Striving to achieve sustainable teams and sustainable Clubs that sees all participants acknowledge the need to respectfully maintain players to align with their junior club and maintain teams.
- 4) In these Rules, By-Laws & Policies, the following words, and expressions shall (except here and to the extent that the contrary intention appears) have several meanings hereby assigned to them, that is to say,
  - a) **Group or Grp3JRL** shall mean Group 3 Junior Rugby League Inc.
  - b) **General Committee** shall mean the General Committee of the Group comprising, 8 appointed Director's, one rep from Grp3 Referees Association and two reps from each participating club.
  - c) **Senior Executive** shall mean the Executive Committee of the Group comprising, President, Vice Presidents, Secretary, & Treasurer
  - d) **Judiciary** shall mean the Judiciary Committee of Group 3 Junior Rugby League or the North Coast Regional Judiciary Panel as may apply at the time.
  - e) **Management Committee** shall mean the Management Committee of the Group and consist of all eight (8) Directors appointed.
  - f) **Qualification Committee** shall mean the Qualification Committee of the Group and shall consist of the President, Snr Vice-President & Treasurer.
  - g) **Draws Committee** shall mean one delegate from each affiliated club chaired by Registrar/Draws Co-ordinator.
  - h) **Club** shall mean any association or organisation of persons concerned or interested in the playing of Rugby League.
  - i) **Quorum** shall mean that one half plus one of affiliated clubs must be in attendance.

## B: AFFILIATED CLUBS

Club criteria as set by the General Committee and each member club shall be required to,

- a) Demonstrate, practice and be accountable for Section A.3 a), b) & c)
- b) Pay an annual affiliation fee to the Group.
- c) Keep accurate minutes of all meetings, including accurate records of income and expenditure.
- d) Submit a financial statement to Group3 JRL each year upon request.
- e) Clubs are to hold their Annual General Meetings before the Group 3 JRL Annual General meeting.
- f) At the commencement of the Group 3 JRL AGM submit to the Group Secretary the completed affiliation form, names of meeting delegates must be submitted.
- g) The Group will call meetings on an as needed basis on the first Monday of each month. Each club shall have delegates present at all Group 3 JRL meetings, non-attendance without advice will result in Clubs being fined \$300 for non-attendance at the Annual Meeting or \$100 at General Meetings without an apology to the Grp3JRL Secretary. 3/2023 fines increased
- h) All clubs must participate when requested by the Group to assist with fund raising, failure to do so will also result in a club being fined a fee of \$50.
- i) Each member club is to contain the minimum officers, President, Secretary, Treasurer, two Delegates to Group 3 JRL, Registrar, Team Coaches and Managers.
- j) All clubs must subscribe to New South Rugby League before January of each year for their Public Liability Certificate of Currency, noting their local Council as an interested party, and then forward a copy of the completed form to the Group Secretary. 3/2023 Councils now requesting notation

## C: REGISTRATIONS and QUALIFICATIONS

### 1) Registration and verification requirements.

- a) Prior to the commencement of each season, the Group Registrar shall call a meeting of the Club Registrars and any club who is not present at this compulsory meeting shall be fined \$50.
- b) Registrations shall be executed by the completion of the on-line National Rugby League Registration process located at <https://www.playrugbyleague.com/> the accuracy of the information submitted is always the responsibility of the Club concerned.
- c) All registrations details are to be endorsed by the Club Registrar accepting the registration. Date of birth shall be confirmed by Club sighting, recording and uploading either the birth certificate number or passport details to verify proof of age and correct names for any pending new player.
- d) Unregistered players who commence training shall be advised that they are **not covered** by insurance in writing. No player shall play in a game of Junior Rugby League or train until his or her registration is finalised in the MySideLine database. The President of each Club bears that legal responsibility.
- e) A statutory declaration may be accepted instead of a birth certificate where unusual difficulty exists in obtaining a birth certificate. The Group Registrar and one other executive shall accept or reject such a declaration, and once such a declaration has been accepted no more proof of age is required for that player for the duration of his association with the Group. All certificates and declarations where possible must be the original and uploaded to MySideLine.

2) Each club may register 20 players in each team with a maximum of 2 teams for boys and 18 players for girls. Age groups playing Junior Rugby League will register to the NRL Rugby League Terms & Conditions

### 3) Clubs short of players in a certain age group may register a short side

- a) A short side is a team that does not have a full complement of players.
- b) The minimum team number of registered players needed to field a short side is Mini (4) - Modified (8) - International (10) – League Tag 13 to U16.5 (8)
- c) Clubs nominating a short side should advise the Group 3 JRL Secretary of the number of players in that team.
- d) That a club after gaining approval to field a short side, must give the opposing club forty-eight (48) hours' notice that they are fielding a short side.
- e) There can be a maximum of one reserve for a team fielding a short side.

- f) When a short side plays another short side, the team with the greater number of players may use them as additional reserves
  - g) When a full-strength team plays a short-side they may use their full complement of registered i.e. Mod 10 & 11's (17) and Modified 12's (19), International 13's to 16's (19), and League Tag U13 to 16.5's (17). The only advantage a club should gain from fielding a short side is that they have players playing the game & one on the bench for player welfare.
  - h) When a short side plays another team both teams must have the same number of players on the field.
  - i) A short side playing in semi-finals may play short against a full compliment.
  - j) Club registrars should indicate on the player's sheet which teams are playing short.
- 4) The Online registration database will continue to accept registrations of additional players until the deadline of 30<sup>th</sup> June the current season for competitive grades and for the duration of the season for non-competitive grades.
  - 5) The Clearance request must be finalised before the player can participate in training sessions or matches with the Club that the clearance request is in favour of.
  - 6) No Club shall approach a player from another club to play in any Gala Day without the permission of the Grp3JRL President to enter a permit otherwise this shall be considered poaching. 3/2023 Grp3JRL

## D: MEMBERSHIP OF CLUBS

- 1) When a child registers with a club, the registration fee also grants club membership to his parents or guardians. This fact is to be made known on or before registration day.
- 2) Each club secretary is to compile a register of members, stating the names and phone numbers of all members in the MySideline Registration database

## Coach and Captain's Pledge

**The game of Rugby League has high expectations of its players and coaches to act in a manner that displays the core values of the Code**

**EXCELLENCE INCLUSIVENESS COURAGE TEAMWORK RESPECT**

**As coaches and/or players, we will abide by Rugby League's National Code of Conduct and also pledge the following:**

<p><b>» COACH PLEDGE:</b></p> <ul style="list-style-type: none"> <li>» I pledge to put the well-being of the players in my care first and refuse to use fear or intimidation to "motivate" them;</li> <li>» I pledge to do my best to teach not only the skills of the game but also teamwork, sportsmanship and respect for others;</li> <li>» I will coach all players to play fair, always within the game's rules, and respect the decisions of all Match Officials;</li> <li>» I pledge to always respect the rich history, traditions and spirit of Rugby League;</li> <li>» I will encourage the parents and supporters of my players to exhibit positive behaviours and appreciate the efforts of both teams.</li> </ul> <p>Signed: _____</p> <p>Team Coach</p>	<p><b>» PLAYER/CAPTAIN PLEDGE:</b></p> <ul style="list-style-type: none"> <li>» I pledge to always display leadership, integrity, balance, respect and a true sense of sportsmanship;</li> <li>» I pledge that I will always play within the rules and encourage my fellow players to do the same;</li> <li>» I pledge to always respect the rich history, traditions and spirit of Rugby League;</li> <li>» I pledge to always respect the decisions made by the match officials;</li> <li>» I pledge to display control, and to respect opponents, coaches, officials, and spectators.</li> </ul> <p>Signed: _____</p> <p>Team Captain/Player</p>
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## E: COACHES

- 1) All Coaches must register online through [www.playrugbyleague.com.au](http://www.playrugbyleague.com.au) prior to the commencement of the season for all teams and allocated in MySideLine to their respective team. The names must submit to the Group Secretary before the season commences.



- 2) Coaches of teams 8 years through to 16 years of age must remain seated at the sideline during each half or quarter of the game.

## F: AGE DIVISIONS

- 1) The ages for the current season shall be the player's age as at December 31st that is he or she will play under the age that he or she will turn during the current playing year.
- 2) The minimum player age to register to play rugby league players is a child who has turned four years of age in the current year.
- 3) Girls League Tag may have half age players considered by review to play back where further development is required. These shall be verified by Group 3 JRL, and must be completed by Rnd 4
- 4) The various divisions for which non-finals competition will be played are Under 6's, 7's, 8's, 9s and 10s. The various divisions for which finals will be played are 11's, 12's, 13's, 14's, 15's, 16's, and 17's.
- 5) Players are eligible to play in an age division up to one year above their age at any time provided they have the written consent of a parent/guardian and their Club. The consent form is on the Grp3JRL Website and must be received by the Group 3 JRL Secretary within 24 hours of the player playing in a higher age group. An exemption to play two age groups above may be considered where a Club does not have the next age group above by a Senior Club Coach. The Grp3JRL Trial Policy for playing two years above shall apply in Season 2023.
- 6) No over age player can be registered in a team or be permitted to play in an age group unless they meet the criteria of the U6's to U18's boys division or Girls League Tag division as set by the NSWRL & North Coast Region contained within the Grp3 JRL Trial 18-month policy.
- 7) When a club nominates more than one team in the same competition division the teams shall be balanced in player skills and ability must stay with the same players for the entirety of the season after by Round 4.
- 8) When a club has two (2) teams in an age group they need not play each other, and a draw will be recorded for both teams
- 9) Where a Club has two team in an age group those teams shall be split evenly by the end of Rnd 4.  
Adopted by General Committee vote Feb 22
- 10) A player may only play one game per age division per competition round
- 11) If an Under 16 player registers with a junior club, then they can request a permit request with a Senior Club to play in their Under 18 team, they shall play fulfil their junior commitment in the first instance. Note that a half age approved player forfeits their right to play in their correct age group unless they decide to transfer back to their correct age group during the season.

## G: MIXED GENDER – NRL Policy

- 1) Males and females can participate in mixed gender Junior Rugby League up to and including the Calendar year (1 January to 31 December) in which they turn twelve (12) years of age. The half age policy does not apply for a female who have turned 13 years of age.

## H: MATCH ATTIRE

- 1) Players in all competitions (League Tag, International, Mod-League and Mini League) shall wear proper League uniform consisting of numbered jerseys bearing the NSWRL logo supplied by the NSWRL Apparel List, made in the registered colours and design of the Constituent Leagues or Clubs together with approved shorts, socks, boots, shoes and tags/belts.
- 2) In the absence of any explanation considered acceptable to the Group 3 JRL Executive Committee any team wearing apparel not in accordance with the above sub-rule of this rule shall forfeit any competition points earned in the match and be liable to such other penalty as the Committee shall see fit to impose.
- 3) Mini league players are to play in joggers or moulded soles, blade boots. Screw in sprigs are not permitted.
- 4) Compression garments must not be worn below elbow or below knee.
- 5) League Tags shall be in a contrasting colour to the players' shorts so as not conflict with the playing shorts. Due

to League Tag games being played at night teams shall be permitted to wear the same high visibility colour tag

## I: The Player – National Code of Conduct

You are reminded that the purpose of this code is to provide you with an enjoyable and safe environment, where you are able to develop as a player, gain personal fulfilment and satisfaction through friendly, and respectful organised competition.

### **ALL PLAYERS SHOULD;**

Be a good sport. Respect all good play whether from your team or the opposition, and shake hands with, and thank, the opposition players and officials after the game – win, lose or draw.

- » Participate for your own enjoyment and benefit, and never become involved in acts of foul play.
- » Always respect the Referee's decision, and leave any questions to your captain
- » Honour both the spirit and letter of the competition rules, and live up to the highest ideals of ethics and sportsmanship; avoid gamesmanship, and respect the long-held traditions of the game.
- » Never engage in disrespectful conduct of any sort including profanity, sledging, obscene gestures, offensive remarks, trash-talking, taunting or other actions that are demeaning to other players, officials or supporters.
- » Care for and respect the facilities and equipment made available to you during training and competition.
- » Recognise that many Officials, Coaches and Referees are volunteers who give up their time to provide their services. Treat them with the utmost respect.
- » Shake hands with and thank the opposition players and officials after the match, win lose or draw.
- » Remember if you become involved in illegal or any other behaviour you may be;
  - Removed from the field by the coach.
  - Interchanged from the field by the match official
  - Sin Binned.
  - Sent off.
  - Face judiciary and suspended.

## J: DRAWS

- 1) Once the draw has been completed and issued by the Group, games as set down must be played as per the draw. The draw cannot be changed during the competition, any errors or omissions concerning the draw will be dealt with by the Group Management Committee however times and venues may be changed if both teams are agreeable. The home club must notify the away club no later than 8pm on the Wednesday before the game re any changes.
- 2) Rules re two (2) competitions in one age group, where an age division is to be divided into two (2) graded competitions clubs with one (1) team in each Competition may exchange players between teams but must satisfy Rule F: Age Divisions No.10 until Round 4 to even both sides in terms of player ability.
- 3) The Draw Committee will first complete a four (4) round draw, after which the Draw Committee will meet, promote and relegate teams from one division to the other, as per Rule J: Draws No.2)
- 4) If there are 12 or more teams nominated in an age group – teams may to be Split into 2 grades with approval by Group 3 JRL being six (6) into Tier 1 and six (6) or more into Tier 2 - no (2) teams from (1) club are to be placed in the same grade unless approved by the Group3 JRL Management Committee.
- 5) No game shall commence before 8:45 am unless approval by President or Group Secretary.
- 6) No game is to be deferred without approval from the President or Group Secretary.
- 7) The Final and Grand Final games shall be played at venues determined by the Group Management Committee.
- 8) Games can be played Friday nights, subject to at least 7 days' notice, and by mutual agreement.



## K: FIELDS & OFFICIALS

- 1) Before the season commences all clubs must advise the Group 3JRL President the names, addresses and phone numbers of the Referees they will be using during the coming season. The list of Club Referees must be updated at all times during the season and the Group President is to be informed of any changes made to the list.
- 2) Referees officiating at all Junior Rugby League games must be accredited and members of the Group 3 Referees Association or Hastings League Referees Association. A complete list of the Referees officiating at Junior games must be forwarded to the Group 3JRL Secretary with the match results.
- 3) Touch Judges officiating at Under 16's games must be members of the two Associations in F2. All Grp3JRL 15's & 16's team shall have a parents act as touch judges throughout the regular season games only.
- 4) Fees re Referees controlling Club Junior Games, Knock Outs, Mini Gala Days are as organised by each club. Fees re Referees controlling Group 3 Junior Finals Series Games are as organised by the Group.
- 5) All football grounds used by Group 3 JRL Clubs are to be marked or roped 3 metres where possible from the playing field for spectator control.
- 6) The home club is to provide a Control Table and four chairs for the scorer-timekeepers, and team bench seating for the coaches, managers and reserve players. The sign-on sheet, referee, three footballs, time clock, hooter or bell, two flags.
- 7) Both clubs are to provide a registered and qualified First Aid Officer, scorer / timekeeper, and ground manager. If one team is short an FAO they must contact the opposition clubs and request FAO support.
- 8) Fields should be inspected prior to the commencement of the game as per Council & insurance protocols.
- 9) Whilst the game is in progress, the Coaches, Managers and Reserve Players must be seated on the main side of the field on the bench seating provided. First Aid Officers (Orange, Blue & Green) and LeagueSafe must also be seated during their break from on field duties, or take a knee.
- 10) Only 2 interchanges can be made at any one time.

## L: MEDICAL AID / TRAINERS

- 1) A registered First Aid Officer must be in attendance before a match can start at a ground. This can be from either team in support of the game.
- 2) First Aid Officers or LeagueSafe personnel shall ensure that each player has their own individualised water bottle. Water bottles **are not** to be shared between players.
- 3) FAO's Operation as per NRL On-Field Policy
  - a) The First Aid Officer shall at all times, whilst a game is in progress, be situated on the sideline (bench area) in a position to respond quickly should an injury/illness occur.
  - b) In cases when FAO's/L-Safe enter the field of play to perform their duties, they must then immediately leave the field once their assigned task has been completed and return to the player's bench.
  - c) When a club team does not have an FAO available they shall advise the opposing club (36) hours in advance to request support by their FAO.
  - d) All on-field personal must be identified with the following coloured shirts; and only three of any colour shirt can be at the team bench.

### **Head Trainer (Orange Shirt Level 2 FAO Accreditation minimum)**

Duties: The Head trainer will be the most senior person in the FAO team and will make the final decision on a player's welfare. Coaches/administrators/players must comply with the decision of the Head trainer at all times. The Head Trainer shall be responsible for implementing the NSWRL Concussion protocols.

### **First Aid Officer (Blue Shirt Level 1 FAO Accreditation minimum)**

Duties: To assist by observing and monitoring players who have been removed from the field of play through injury/illness. To assist an injured/ill player on and off the field. To administer water in extreme climate conditions. The Head Trainer shall be responsible for applying the NSWRL Concussion protocols.

### **First Aid Officer (Green Shirt Level 1 FAO Accreditation minimum)**

Duties: To assist by observing and monitoring players who have been removed from the field of play through injury/illness from ages U6 to U15 teams. To assist an injured/ill player on and off the field. To administer water in extreme climate conditions. The Head Trainer shall be responsible for applying the NSWRL Concussion protocols and seek assistance from either Blue Shirt or Orange Shirt if they are available.

**LeagueSafe (Yellow Shirt LeagueSafe Accreditation minimum)**

Access:

- a) When his/her team is in possession entering the field of play from an onside position to advise a player that they are being interchanged and to come from the field of play.
- b) When a try has been scored with reference to Section L Clause 3 b), c) and d).

Duties: - To administer water. To assist in the interchange process, as per Section L Clause 3 b), c) and d), and take a sin bin or sent off player to the changeroom or nominated location.

Under no circumstances are any of the FAO's to enter the field of play when an on-field fight erupts or develops into a melee. All FAO's are to remain at their post adjacent to the interchange bench.

## M: SIGNING ON – TEAMS & RESULT SHEETS

- 1) Although it is the responsibility of the home club for the signing on of all the players on the Teams & Results sheet, it is the duty of all clubs to make sure that their players have signed on. Each Team manager shall be considerate and return sign-on sheet as soon as possible to the opposition team. Failure to sign on before taking the field may result in the scored points not being awarded.
- 2) In Season 2023 the use of online scoring should be used by the home team, whilst the away team scorers on the normal hard copy team sheet process. All Team Manager must have their teams for League Tag selected by 8pm Thursday night and 8pm Friday night for all other games.
- 3) The home club is to make sure that the Teams & Results sheets are placed on a table in a prominent position that is accessible to all players and officials all players are to sign on the teams and result sheet as follows; the home club is to complete the section above the sign-on's.
- 4) Players must sign on in jumper number order commencing at number 1 and finishing with the highest number jumper. Before the game all players must be signed on before they take the field of play. U6's, U7's, U8's and U9's must have their full names printed under player's name – their jumper number recorded but they do not have to sign. U10's to U17's must have their full name printed under player's name, the jumper number recorded, then player signature which can be full first name and surname or initial and surname must be complete. The DH & FR Vest details must also be recorded against the applicable player for the first half and then again for the second half of the match.
- 5) The Coach's names are to be printed under their team and the officiating Referees name is to be printed. After the game the team managers are to fill in the tries, goals and field goals. Columns to be totalled and result to be recorded. Once the score has been agreed on both home and away coaches are to sign. After the page has been signed the score cannot be changed. The Referee is not responsible for the correctness of the result but must sign the book to record that he or she officiated and must record any send offs or sin bins on the top right-hand side of the page.
- 6) Sign on sheets for Mini games to have no scoring columns. No tries shall be recorded.
- 7) Sports Trainers and First Aid Officers shall print their name and number then sign their name in the space provided on the Players Sign-On Sheet.
- 8) Each club must elect a person responsible to liaise with the Group Secretary regarding all results and that person will be responsible for emailing the home venue results to the Group 3 JRL Registrar, Group 3 JRL Secretary and visiting Club Secretary no later than 6:00pm on the following Monday.
- 9) The Group 3 JRL Registrar has the power to deduct points from any team who breaches the results sheets.

## N: TIMES AND MATCH POINTS

1) Game times are as per below

Age Group	Period 1	Drinks	Period 2	Half Time	Period 3	Drinks	Period 4	Playing Time	Game Gap	Total Game Time
U6 to U9 Mini's	8 min	2 min	8 min	3 min	8 min	2 min	8 min	39 min	5 min	44 min

Age Group	Period 1	Half Time	Period 2	Playing Time	Game Gap	Total Game Time	
U10 & U11 & U12 Mixed	20 min	4 min	20 min	44 min	5 min	49 min	
U12 L/Tag	20 min	4 min	20 min	44 min	5 min	49 min	
U13 Boys	25 min	4 min	25 min	54 min	5 min	59 min	
U14 L/Tag	25 min	4 min	25 min	54 min	5 min	59 min	
U14 Girls Tackle	25 min	4 min	25 min	54 min	5 min	59 min	
U14 Boys	25 min	4 min	25 min	54 min	5 min	59 min	Game aligned to NSWRL mandated game duration 3/23
U15 Boys	30 min	4 min	30 min	64 min	5 min	69 min	
U16.5 L/Tag	25 min	4 min	25 min	54 min	5 min	59 min	
U16 Girls Tackle	25 min	5 min	25 min	54 min	5 min	60 min	
U16 Boys	30 min	5 min	30 min	64 min	5 min	69 min	

- The playing time required for a game to constitute a result shall be two-thirds in both Mod League, League Tag and International matches.
- Clubs must be notified of time changes by no later than 8pm on Wednesday
- There is no time off for injury except in the final series in which time out will occur when a qualified FAO attends the injured player.
- Three (3) competition points will be awarded for a win  
Two (2) competition points will be awarded for a draw  
One (1) competition point will be awarded for a loss  
Three (3) competition points will be awarded to the team receiving a forfeit  
Zero (0) competition points will be awarded to the forfeiting team  
Three (3) competition points will be awarded for all byes  
Should a round be washed out no points will be awarded to the bye team.
- No team shall play more than one game on any one day except on gala days where shorter playing times are played without permission of the Group 3JRL
- All mini, modified and international game players shall receive one half of game time.** This rule is also extended by Grp3JRL to include all teams to and including 17's
- Mercy Rule:** All matches in the 10's to 17's competitions inclusive of and regardless of gender, will stop immediately when there is a points differential of 50 points. Officials at official tables will sound the siren at the appropriate time. The maximum score differential that will be recorded is 50 points for 10s to 17s age competitions. Where a team wins three games by 50 points Grp3 JRL reserves the right to decrease that winning team's mercy margin to 40 points for the rest of the Season.

(Grp3JRL 18/4/22)

## O: SOCIAL MEDIA WEBSITES POLICY

- Group 3 Junior Rugby League treats all social media whether written, photographic, video, or audio postings, blogs, status updates or tweets as public 'comment' which is accessible to all persons.

- Any Postings (written, photos or videos) will be family friendly and feature positive club news and events.
- No personal information about members will be disclosed. No statements will be made that are misleading, false or likely to injure a person's reputation.
- No statement will be made that might bring a club, the Group 3 JRL, or the game of Rugby League into disrepute.
- Abusive, discriminatory, intimidating or offensive statements will not be tolerated. We expect our members to conduct themselves appropriately when using electronic communication to share information with other members or posting material on public websites connected to Group 3 JRL. Any breaches of this policy brought to attention of the League and will be dealt with as per a breach of the NRL Code of Conduct.

## P: FORFEITS

- 1) If a club forfeits to another club the match shall count as a match played and declared in favour of the club receiving the forfeit. The Group 3 JRL shall may impose a fine or penalty on any club should they fail to give notice to the Group 3 JRL Secretary by 7:30 pm on the Thursday prior to the game.
- 2) Any club forfeiting on more than three (3) occasions will be withdrawn from the competition, pending review by the Group 3 JRL Management Committee.
- 3) Teams receiving a forfeit during the season shall be awarded average points after the final round. Average points shall be determined by dividing the team's total points scored for the season by the number of games played.
- 4) 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 Group 3 JRL Secretary.

## Q: SIN BINNED & SUSPENDED PLAYERS

- 1) Mini/Mod football – the sin bin does not apply. However, if a player is interchanged by the referee that player shall be interchanged for the remainder of the play period or the match.
- 2) International Football – Where halves are less than thirty minutes in duration such as gala days – a **5 minute sin-bin** applies. Where halves are thirty minutes or more in duration a **10 minute sin-bin** applies.
- 3) A sin binned player must leave the field of play where a Club Official is responsible for their welfare and will escort the player to the designated sin bin area.
- 4) In games where time out is applied the clock shall stop for the sin binned player whenever the match Referee signals time off. It shall restart when time on is signalled.
- 5) If a player is suspended for one competition game they cannot play in any other age group, or any mid-week school games until the penalty period has been completed.

## R: WET MATCHES

- 1) In the event of prolonged wet weather, notice of wet fields should be given to the Opposition team by 5pm on Friday. In the event of a sudden downpour it is advisable where possible to contact the opposition before they commence their journey.
- 2) Times and venues may be changed to accommodate wet weather matches if agreeable by both teams.
- 3) Wet matches are to be played on a date agree able by both clubs, if an agreement cannot be reached, then Group 3 JRL will stipulate a date and advise each club of the outcome if they do not co- operate.
- 4) Once a date has been set and agreed on by both clubs, if either side cannot field a team on that day, the forfeit rule will apply.
- 5) Wet matches between Rnds 1 & 7 must be caught up by the Sunday before Rnd 8 is played - Wet matches between Rnds 8 & 9 must be caught up by the Sunday before the finals in Rnd 10 is started.
- 6) No game is to be deferred without approval from the Group 3 JRL President or Senior Vice-President.

## S: BEHAVIOUR

- 1) Any form of discrimination whether it be colour against colour, or race against race, or gender will not be tolerated – any spectator, player or official overheard making a discriminate remark will be called to appear before the Group 3 JRL and may be banned from all Group 3 Junior Rugby League venues.
- 2) Clubs must control their own players and supporters.
- 3) If a coach calls their team off the field, they are to be dealt with by their club, the result sent to the Group 3 JRL to discuss at the next Group 3 JRL Management Committee meeting and dealt with.
- 4) If a Referee calls a game off because of bad behaviour by the Officials or the Players of a club or of both clubs the Group 3 JRL reserves the right to deduct points from the offending club or clubs.

## T: FINALS

- 1) Qualifications for Semi Finals may be the Top 5 teams (or as decided by Gep3JRL) decided by points and then by differentials, if the points are even, there will be no playoffs for fifth place.
- 2) Final Series Games will be played at venues determined by the Group 3 JRL Management Committee.
- 3) Allocation of canteens and raffles during the final series will be made by the Group Management 3 JRL Committee. Clubs operating the canteens on the four weekends of the final series will pay the Group 3 JRL a subsidy of \$250 for each day held.
- 4) Each club is to nominate a list of Referees for the Final Series to the Group 3 JRL President. The Group 3 JRL shall be responsible for the payment of all Referees & Touch Judges during the Final Series - Fees will be set by the Group 3 JRL Management Committee.
- 5) Each club is to nominate a Ground Manager for the Final Series games. Whilst his/her club game is in progress this person will assist the Group3 JRL to Control their club's supporters, coaches & trainers.
- 6) Interchange Cards are required to be produced when changing players take the field in the Final Series. These are required in U12's to and including U16's both tackle and League Tag formats.
- 7) Each team shall have a registered First Aid Officer in attendance at each game they are participating in during the final series. Grp 3 JRL will provide an independent Level 2 FAO whose decision on concussion incidents shall be final.
- 8) All players must be qualified as per Section F – Rule 6
- 9) All players are to be signed on before they can take the field.
- 10) Referees signalling Time Out during all Final Series Games is allowed only for injuries, the clock stops when the FAO attends to the injured player.
- 11) Replacements in Final Series
  - a) No club shall use a player from a lower grade age group in a Semi Final; Final or Grand final unless the registered player he is replacing has presented a Doctor's Certificate or a Player's Parent's consent ruling him unfit to play.
  - b) All players registered in their age group must take the field **before** the above younger age substitute is used.
  - c) A player of a younger age playing at least 51% of the season in an older age group shall be classed as a team player of that age group and not as a substitute excluding mini and modified leagues.
- 12) Should a **draw** take place in any **Final Series** game, after full time the game will go into an additional period of five minutes each way with no time off for half time. The team scoring the first points during this period will be declared the winner.
- 13) On Grand Final day if team scores **are even** at the end of play, then an additional 5 mins each way shall be played out in its full entirety. After this additional 10 mins if both teams are even then both will be declared joint winners.
- 14) Clubs to be reminded that there are no penalty kicks or field goals in U11's to U12's
- 15) On Grand final day, trophies shall be supplied by the Group 3JRL as follows: A medallion for all team members of winners plus coaches, and runners up will receive a medallion plus their coaches. Medallions will be provided by the Group 3 JRL for the Player of the Match in each age group.

16) No Club Presentations are to be held on the Group 3 Juniors Grand Final Day.

## U: CLUB CHAMPIONSHIP

The season's club championship shall be determined using the following criteria for U10's to U16's;

- 1) The Club Champions are based off every competitive team (Boys & Girls) that had entered the competition from clubs. Each teams winning percentage for the season is calculated and added up i.e., an U15s team won 9 games, the season was 12 rounds 9/12 gave that team 75%-win rate on 12 rounds. The winning percentages for all teams were then added up, divided by the number of teams the club entered the 2023 season giving that club a winning average for the season. Final example Club A had a total of 808.33% from all teams (13)  $808.33 \times 1/13$  gave them a winning average of 62.18% as a club. The data is collected from the season ladder.
- 2) In the event of a tie the clubs shall be declared joint winners.

## V: Tough Love

The "Tough Love in League" applies from 10's to 16 years age groups and all Girls Tackle age groups to 17's.

- Any player who throws a punch or "strikes" another player during a match will automatically be sent from the field & suspended for one week. If that player contests and found guilty at a Judiciary Appeal, the minimum penalty of one-week may be increased. Any player found guilty of breaching for the third time in a season will incur an automatic 12-month suspension from the game.
- A melee is misconduct involving more than 2 players in the game at any time. The referee signals time out & calls for the Ground Manager to bring both coaches onto the field. Teams are to be taken to opposite ends of the field & spoken to by the coaches. The referee will then dismiss from the field the offending players. The Ground Manager & Referees will decide when play resumes when it is apparent that player & team behaviour has calmed. A repeat melee will result in the match being abandoned. In such a situation, the respective coaches will face a code of conduct hearing. Any team that has had more than 2 abandoned matches in a season will be disqualified from that competition for the remainder of the season.
- Any player who runs onto the field of play from the team bench will automatically be sent from the field and incur a minimum 6-week suspension if found guilty.
- Any spectator who enters the playing area with intent, will automatically be banned from attending any Junior League or U16 fixtures for a minimum period of 12 months & the team and/or club that the person is associated with will be liable for a penalty under the NRL Code of Conduct as well.
- If a trainer, coach, or manager touches an opposition player during a melee, an automatic 6-week suspension will apply if that person is found guilty of such an offence.

## W: Player Clearances

Clearances requests will only be reviewed and accepted on valid transfers, if the player has a team currently fielding from 2022, then retention should be the priority for all. There is no advantage to accepting registrations at the detriment of an already existing team. The direction from NSWRL, Mid North Coast RL & Grp3JRL is that club Presidents communicate with each other prior to engaging a clearance request. The focus must be on team and competition sustainability. These codes of conduct, rules, by-laws, made within shall bind the Grp 3 JRL & each participating club therein.

Player Clearances with Grp 3 JRL	Period	Limitations
1. Maximum number of player clearances allowed (U12 to U16s) from any one Club, to all other Clubs within Group 3 JRL – <i>excluding relocation of family &amp; other genuine reasons.</i>	Preceding 12 months (Total number of registered players to a Club)	<100 registered players = max 3 players 100 – 150 registered players = max 4 players 151 – 200 registered players = max 5 players 201 – 250 registered players = max 6 players 251 – 300 registered players = max 7 players 301 – 350 registered players = max 8 players 351+ players will be at Grp 3 JRL discretion (Grp3JRL 18/4/22)



Subject to Rule W.1 (as above, and in any instance, Clearances/Transfers/Permits will be dealt with by players principal place of residence, then chronological order as submitted to MySideLine. If Clubs do not action clearances within 10 days, Group 3 JRL reserve the right to action clearances on behalf of its affiliated Clubs.		
2. Players transferring from the same Club, in any one age Div, to the same age Division with another one Club	Preceding & Current Season	Maximum of 2 players (NSWRL 2.23.4.a)
3. Where 2 players have been cleared under W.2 above to a Club in the previous year, then no further clearances can be made to that Club for a further 12 months.	Subsequent 12 months	Not permitted (Grp3JRL 18/4/22)
4. Players transferring from any Club, in any one age Division if playing up in a higher age group, to any age Division with another Club	Preceding 12 months	Maximum of 4 players (NSWRL 2.23.4.b)
5.a. If 4 or more Rego's have already been granted in respect of Players in the same age group, who played for any External Leagues in the last Season of Community Rugby League, to move to the same New Club for the next Season. 5.b. Grp3JRL in consideration of growth population centres the quota of external league players where there is two teams, i.e Port Macquarie & Taree townships, the quota shall be two maximum.	Preceding 12 months	Maximum of 4 players (NSWRL 2.23.5.b)  Maximum of 2 players (Grp3JRL)
6. Where the Player has played Reps at any time within the last 24 months or been selected in a Development Squad within the last 12 months, or listed on the Grp3JRL Quarantine List, and where the team which the Player intends Registering to play for with the New Club already contains the quota of Representative/Development/Quarantine Players	Preceding 24 months for Rep & quarantine players & preceding 12 months for Development players	Maximum quota of 4 Development or Representative or Quarantine players combined at proposed club. (North Coast RL Feb 22)  Maximum of 4 players (NSWRL 2.23.4.d)
7. A player classified as Representative or Quarantine Player or one who played in a higher age group team from any Competition who wants to transfer to a team, that participated in the same age division in the previous season's Grand Final	Preceding 12 months	Not permitted (NSWRL 2.23.4.c)
8. In competitive age groups (11+), where the Player has been registered in a Div 1 team or a team in a higher age group within any NSWRL Competition includes comps with only one Division within the previous 18 months, and where the Club which the Player intends Registering to play for qualified for the Div 1 Grand Final in that players current or correct age group in the previous season.	Preceding 18 months	Not permitted (NSWRL 2.23.5.c)

- Definition 1: A Representative Player shall be any player that represents Grp3JRL Pride in any match approved by NSWRL from 13s to 15s and will exclude 16 Boys who plain NSWRL Andrew Johns Cup. 3/2023 by Grp3JRL
- Definition 2: A Development Player shall be any player that participates in a Grp3JRL Pride development academy program in 13s to 15s (excluding 16 Boys) and does not play in any Grp3JRL Pride match approved by NSWRL. 3/2023 by Grp3JRL
- Definition 3: The Quarantine List is a Grp3JRL supplied list of the best 25 players in each age groups from 13s to 16s. This list shall be provided to NSWRL for the purposes of specifying where development fees will be applicable from any other NSWRL or QRL Club excluding Canterbury Bulldogs RLC. 3/2023 by Grp3JRL & NSWRL

## X: GROUP 3 JUNIOR GALA DAYS

- 1) To assist all clubs in arranging competitions teams, the Group 3 Junior Gala Days are held prior to the commencement of the competition. To accommodate the number of participating teams, these event

are held at the venues determined by Grp3JRL. Host Club Ground Controllers to check Ambulance access

- 2) All clubs affiliated with Group 3 JRL must participate in the annual knockouts or face a fine of \$50 per team or maximum fine of \$300 per club.
- 3) A team nomination fee for the season is set by the Group 3 JRL General Committee prior to the day.
- 4) The draw for the Mini League Gala Days shall be compiled by the host club. Whilst other Gala Days shall be compiled by the Group or Draws Committee.
- 5) Each club is to nominate an age group to co-ordinate on the day so that each age group from Under 10's to Under 16 are managed as a separate entirety.
- 6) The co-coordinating club must provide the following:
  - a) Two Referees – Under 16's to also have two official Touch Judges
  - b) Two footballs, plus domes or markers & set up field
  - c) Qualified Sport Trainer / First Aid Officer, Ice & First Aid kit - all grades to have Claim forms available
  - d) Table, two chairs, Shade Cover Awing, Time keeping device, hooter or bell.
- 7) At the beginning of the day, all players participating must be registered. The Group shall provide the Co-Coordinator's with the necessary forms. Match Sheets must be completed by all teams competing and handed to the Field Co-Ordinators before a team can take the field.
- 8) Games are played under Gala Day rules, commencing on the hooter, playing for ten minutes (TBA) , then a two- minute break, change ends, and then play for a further ten minutes, play to end when ball is dead after full time hooter.
- 9) In all age groups there shall be no kicks for goals.

## Y: ACADEMY & REPRESENTATIVE GAMES

- 1) Before the final series of the local competition each year, the Group shall elect a Coordinator who will be responsible for the organisation of team selection, trial matches and Academy/Rep games
- 2) After nominations are called for Coaches, Selectors, Managers and Trainers all nominees are to make application with their accreditations for election to the Group Secretary.
- 3) All Coaches are requested to attend a meeting with the Coordinator.
- 4) Once a player has been selected, agrees to participate in Academy or Rep Games, and fails to report to training or to a game he is to miss two (2) competition games.
- 5) Academy players shall complete a Group 3 JRL Development Academy form and pay an Academy fee per player as set by the Group – form to be forwarded to the Academy Coordinator before training commences & fee to be paid to Group 3 Junior Rugby League.
- 6) Representative players shall complete a Group 3 Junior Rugby League Agreement Form/ Medical Advice Form and pay a representative fee as set by the Group with the form and fee to be handed to the Group 3 Coordinator no later than the first official training session.
- 7) All players present at the Rep games are assured of taking the field for a minimum of 50% of game time.
- 8) Rule re Accommodation at away games: When Rep Players are playing away and accommodation is required before the players move into their accommodation - the rooms allocated are all to be inspected and checked by the Rep Team Supervisors and the owners are to be made aware of any breakages or damages that exist. The names of the Players and in what room they are accommodating is to be documented. On completion of the stay after the players have vacated their rooms, each room is again to be inspected and checked by the Rep Team Supervisors, and if any breakages or damages have been caused by the players the owners are to be notified before leaving the site and Group 3 JRL Officials must be made aware as soon as possible. Failing to comply with these rules will result in the Supervisors being stood down the Players suspended and all expenses to be reimbursed by the players responsible.
- 9) A full written report by each Rep Coach on attendance, behaviour and development of his team must reach the Group Secretary within seven (7) days after the Rep Games have been completed.
- 10) A club/team may request a deferment of a scheduled competition game if the Team has players in the

- 11) Group representative team and this causes the number of available registered players to fall below 16 in international football and 14 in mod football.
- 12) No game is to be deferred without approval from the Group Secretary. Once approval has been granted the club requesting the deferment should contact the opposing Club Secretary no later than before Tuesday training in the week of the scheduled game. The home club should then suggest a date and time for the re scheduled game. This game should be played within two (2) weeks of the original date. If clubs fail to agree on a date the matter is to be referred to the Group Secretary for resolution.

## REFEREE MENTORS PROGRAM

### **AIM:**











1. To provide at ground support for our junior referees through a dedicated and specific ground official with no other duties on the day.
2. To provide a point for questions regarding queries about the laws of our game for all stakeholders
3. To provide responses to common laws queries to all coaches and mentors in a structured manner.

### **PROCEDURE:**









1. Each junior Club has been provided with two magenta vests with Referees Mentor marked on front and back of the vest
2. One or more person/s shall wear the vest/s at each home ground as each Clubs commitment's to supporting our young developing referees.
3. The preference is for CMO's or those who completed the NRL Referee Mentors Course to wear the vest.
4. Any questions from coaches or spectators are to be directed to the Referee Mentors and not the Referee directly – the questions will be taken down. Questions will not be answered on the day by the Mentor however.
5. The Referee Mentor will forward all rules queries to Grp3JRL Secretary and Grp3JRL President for consolidation by the following Monday after the respective games by 8pm.
6. The consolidated list will be forwarded to the Grp3RA delegate to Grp3JRL General Committee for query responses together with the associated law reference.
7. The responses once received will then be emailed out to all Club Secretaries, Referee mentors and through MySideline Communicator all registered Coaches, Trainers, Players and Volunteers. Everyone will get the same response at the same time.
8. A list of law queries and responses will be placed on the Grp3JRL website under G3 Resources, sub-heading Documents for continuing reference until the Laws of the Game are modified

## CHANGES TO MINI FOOTY AND MOD LEAGUE (JUNIOR LEAGUE)











**UNDER 6 & 7**

	6 Tackles		40x20m Field Size
	6 Players Per Team		8 mins x 4 Game Time
	No Scrums		1 Pass Minimum
	Defenders Stand Back 5m (No Markers)		No Kicking or Conversions
	Tap Restart on 5m Line		Chance Rule (6s Only)

**UNDER 8**

	6 Tackles		68x30m Field Size
	8 Players Per Team		8 mins x 4 Game Time
	No Scrums		2 Pass Minimum
	Defenders Stand Back 5m (No Markers)		No Kicking in General Play
	Tap Restart on Halfway		Conversions Allowed










**UNDER 9**

	6 Tackles		68x30m Field Size
	8 Players Per Team		8 mins x 4 Game Time
	No Scrums		2 Pass Minimum
	Defenders Stand Back 5m (1 Marker)		Kicking in General Play (No Bombs)
	Tap Restart on Halfway		Conversions Allowed

**UNDER 10/11**

	6 Tackles		80x48m Field Size
	11 Players Per Team		20 mins x 2 Game Time
	No Scrums		2 Pass Minimum
	Defenders Stand Back 5m (1 Marker)		Kicking in General Play Allowed (No Bombs)
	Tap Restart on Halfway		Conversions Allowed

**UNDER 12**

	6 Tackles		100x68m Field Size
	13 Players Per Team		20 mins x 2 Game Time
	No Scrums		2 Pass Minimum
	Defenders Stand Back 5m (1 Marker)		Kicking in General Play Allowed (No Bombs)
	Tap Restart on Halfway		Conversions Allowed

## Group 3 JRL – Match Day Ground Incident Flow Chart

