



NSW RUGBY LEAGUE

SENIOR CONFERENCE COMPETITIONS

HANDBOOK

(Rules and By-Laws)

2022



MACARTHUR SENIORS CONFERENCE COMPETITIONS INFORMATION

Application and notes on interpretation

Application: This Handbook applies in relation to the Macarthur Senior Competitions. This is an extension of the NSWRL Conference Competitions.

This handbook incorporates the rules and bylaws for all NSWRL Conference Competitions for the Districts and Clubs participating. NSWRL will determine the requirements in terms of Districts, Clubs and teams entering into a Conference Competition.

Note: All correspondence regarding any Conference Competition matter is to be directed through your local League Administrator or NSWRL League and Club Support Coordinator.



COMPETITION HANDBOOK 2022

1. COMPETITION RULES

1.1. Admission Charges

For all matches, admission charges will be paid as cash unless alternative arrangements have been made with the host Club prior to the day.

Adults: \$8.00 (over 16 years)

Players: \$8.00

- Under 18's players are free no matter what division they are playing.

Support Staff: \$8.00

Under 18 Players: Free

Concessions: \$2.00 - Aged Pensions

Free - Children under 16 Years of age

Non Semi Professional Venues: Free. *(This applies to venues that are not hosting a 1st or Reserve grade fixture e.g. Conference Competition Gold and Silver)*

1.2. Competition Points

Competition points are awarded as follows:

| | | |
|------|---|----------|
| Win | = | 2 points |
| Draw | = | 1 point |
| Loss | = | 0 points |
| Bye | = | 2 points |



1.3. Age Groups and Competition Formats

1st Grade - Open Age

Conference Competition - Open Age

Reserve Grade - Open Age

Under 18's - Under 18 (Boys and Girls)

Women's Rugby League - Open Age

Ladies League Tag - Open Age

- 1.3.1. Under 18's Players should not play in the Conference Competition unless prior approval of Competition Management. This means U18's players cannot backup in any Conference Competition matches, without prior approval.
- 1.3.2. U16' Players may back up their U18's Teams as long as they are already 16 years of age with approval from the League. (Playing 2 years above forms must be completed and approved by NSWRL)
- 1.3.3. Players must have turned 17 years of age and have approval from the League to play Open Age (must have Playing 2 years above forms completed and approved by NSWRL)

1.4. Duration of Matches and Interchanges

- 1.4.1. **First Grade** - 40 minutes each half (17 players Maximum)
Interchange Players – 4
Number of Interchanges – 8 (Foul play card can be used when an incident results in an injury from foul play and a player is sent to the sinbin or send off only)
- 1.4.2. **Reserve Grade** - 35 minutes each half (20 Players Maximum)
Interchange Players – 7
Number of Interchanges – 10 (Foul play card can be used when an incident results in an injury from foul play and a player is sent to the sinbin or send off only)
- 1.4.3. **Conference Competition** - 35 minutes each half (20 Players Maximum)
(Gold) Interchange Players – 7 Number of Interchanges - 10
(Silver) Interchange Players – 7 Number of Interchanges - Unlimited
- 1.4.4. **Under 18's** - 30 minutes each half (20 Players Maximum)
Interchange Players – 7 Number of Interchanges – 10
- 1.4.5. **WRL** 30 minute each half (20 Players Maximum)
Interchange Players – 7 Number of Interchanges – Unlimited
- 1.4.6. **LLT** - 25 minutes each half (18 Players Maximum)
Interchange Players – 7 Number of Interchanges – Unlimited
- 1.4.7. **U18 Girls Conference** - 25 minute each half (18 Players Maximum)



Interchange Players – 7 Number of Interchanges – Unlimited

Maximum of ten [10] minutes for half time breaks but may be reduced for grounds to remain on schedule.

Team numbers and Interchange players

- Maximum number of players on the field at any given time is 13 (LLT and Girls RL is 11)
- Minimum number of players on the field at any given time is 9

1.5.U18 Girls Conference Competition

Subject to the modifications below, matches will be played under the International Laws of Rugby League. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the NSWRL Community Rugby League Policies and Procedures Manual or elsewhere in the Conference Competitions Handbook.

- 1.5.1 Maximum of 20 registered players
- 1.5.2 Teams can consist of a maximum of eighteen (18) players per game, with no more than eleven (11) players on the field at any one time
- 1 1.5.3 Unlimited interchange will apply for all female tackle competitions
- 1.5.4 A minimum of nine (9) players are required to take the field for a team before the match will commence
- 1.5.5 U18 Girls will play on an International sized field (100m x 68m)
- 1.5.6 There is a 5 metre play the ball rule
- 1.5.7 Five (5) players only will form scrums (**All scrums are to be DE-POWERED**, as per the SafePlay Code)
 - a. Scrums will only be formed in the event of a mutual infringement or double knock-on. In all other circumstances a hand-over to the non-offending team will take place at the location where the scrum would normally have been formed.
- 1.5.8 After any points have been scored the non-scoring team will restart play with a tap restart from half way
- 1.5.9 Match Duration: 2 x 25 minute Halves

1.6 Player Eligibility

1.6.1 Semi Professional Squad (1st and Reserve Grade)



- Clubs that enter into the Semi Professional 1st Grade and Reserve Grade competition must lodge NSWRL player contracts.
- Minimum 35 (thirty-five) and maximum of 50 (fifty) contracted players.
- The 50 (fifty) listed squad players can only play in the Reserve and 1st Grade competitions.
- Conference competition players and Under 18's players are eligible to play in the semi professional competition.
- The contract is an agreement between the club and an individual club.
- <https://www.nswrl.com.au/siteassets/documents/2020/nswrl-regional-member-standard-playing-agreement-2020.pdf>
- Clubs must submit a spreadsheet with the list of players, as well as individual contracts to NSWRL through macarthurregion@nswrl.com.au by 1 February 2022 (Players can be added to list post date)
- Players can be added to a clubs Semi Professional list until close of registration on June 30 to replace a player who is unable to participate for the remainder of the season (suspended players not included), or a late registration if the maximum 50 (fifty) spots have not been filled.
- Original contracted list must be submitted by 28 February 2022 prior to the season commencement.
- Minimum age to play Open Age is 17 years of age (player must have turned 17 to participate) (Playing 2 years above forms must be completed and approved by NSWRL) [nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf](#) (nswrl.com.au)

1.6.2 Open Age Conference Competitions (Gold and Silver) Men's and Women

- Maximum number of 28 (Twenty-eight) players per team entered.
- If a club has registered a team in both gold and silver competitions. The club must submit a list of 20 (twenty) players in the gold team that cannot alternate between both teams.
- All players in the conference competitions can play up in the semi- professional competition if the club has entered that competition.

1.6.3 Under 18's Boys

- Maximum number of 25 (twenty-five) players per team entered.
- If a club has registered a team in both gold and silver competitions. The club must submit a list of 20 (twenty) players in the gold team that cannot alternate between both teams.
- Minimum age to play Open Age is 17 years of age (player must have turned 17 to participate) (Playing 2 years above forms must be completed and approved by



NSWRL) [nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf](https://www.nswrl.com.au/nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf)
([nswrl.com.au](https://www.nswrl.com.au))

1.6.4 Women's Rugby League

- Maximum registration numbers are twenty (28) players per team entered.
- Minimum age to play Open Age is 17 years of age (player must have turned 17 to participate) (Playing 2 years above forms must be completed and approved by NSWRL) [nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf](https://www.nswrl.com.au/nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf)
([nswrl.com.au](https://www.nswrl.com.au))

1.6.5 Under 18's Girls

- Maximum registration numbers are twenty (20) players per team entered.
- Minimum age to play Open Age is 17 years of age (player must have turned 17 to participate) (Playing 2 years above forms must be completed and approved by NSWRL) [nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf](https://www.nswrl.com.au/nsw-crla-playing-in-higher-age-division-consent-form-2020-001.pdf)
([nswrl.com.au](https://www.nswrl.com.au))

1.6.6 Monarch Blues Tag

- Maximum registration numbers are twenty (20) players per team entered.
- If a club has registered a team in both gold and silver competitions. The club must submit a list of 15 (fifteen) players in the gold team that cannot alternate between both teams.

2 Accreditation Requirements

2.1 Coaches

- 2.1.1 Team Coaches must hold an accreditation consummate with the NRL National Coach Accreditation Scheme
- 2.1.2 All coaches MUST register on MySideline via the playrugbyleague.com website by visiting <https://profile.mysideline.com.au/register>
- 2.1.3 Via MySideline, coaches must be assigned to the team of which they are coaching (club registrar / secretary to administer)
- 2.1.4 At all times, all coaches must comply with the direction of the Ground Managers and Match Officials
- 2.1.5 Only registered and accredited coaches are permitted within the playing area.

2.2 Trainers

- 2.2.1 NRL On Field Policy must be adhered to with respect to trainers



- 2.2.2 All trainers must register on MySideline via the playrugbyleague.com website by visiting <https://profile.mysideline.com.au/register>
- 2.2.3 Via MySideline, trainers must be assigned to their designated team (club registrar / secretary to administer)
- 2.2.4 Only registered and accredited trainers are permitted within the playing area
- 2.2.5 Minimum “League Safe” accreditation to enter the field of play
- 2.2.6 Games must not start unless adherence to the minimum requirements in the NRL On Field Policy are met with regards to accredited Sports Trainers
- 2.2.7 At all times, all trainers must comply with the direction of the Ground Managers and Match Officials.
- 2.2.8 All Sports Trainer must comply with all aspects of the National On-Field Policy as it relates to concussion and head injuries

3. Appeals and Protests (Competition Related)

- 3.1 In relation to NSWRL Conference Competition rules, “Protests” can be lodged when a club believes the rules and / or procedures have not been adhered to (Clubs only can lodge appeals, not individuals)
- 3.2 If a Club wishes to lodge a Protest, a \$500.00 fee applies (payable to NSWRL). If the Protest is upheld, the \$500.00 fee will be refunded to the club lodging the Protest
- 3.3 All Protests should be in writing and addressed to the League Administrator and be lodged or delivered to the League by 5.00pm on the Tuesday following the match
- 3.4 In all finals series matches, a Protest will only be accepted if it is received within 15 minutes after the completion of the match (Verbal accepted with limited access)
- 3.5 If a Club wishes to lodge an Appeal on the outcome of a Protest, a \$500.00 fee applies (payable to NSWRL). If the Appeal is upheld, the \$500.00 fee will be refunded to the club lodging the Appeal
- 3.6 All Appeals and Protests will be in line with the NSWRL Community Rugby League Policies and Procedures Manual (Policy 1.10 Protests and Appeals).

4. Code of Conduct and Judiciary Procedures

- 4.1 All Judiciary (send-offs), Code of Conduct and Appeal procedures are to be in line with NSWRL Community Rugby League Policies and Procedures Manual and NRL Code of Conduct
- 4.2 A NSWRL Community Football staff member will act as the Judiciary and Code of Conduct Administrator
- 4.3 All NSWRL Conference Competitions Code of Conduct and Judiciary incidents will be reviewed by the NSWRL Incident Review Committee
- 4.4 The NSWRL “Tough Love in League” Policy will be implemented across all competitions (including Open Age)



- 4.5 Clubs are responsible for the conduct of their players, parents or carers of players, coaches, officials and Club supporters
- 4.6 Breaches of the Rugby League Code of Conduct and “Tough Love in League” Policy may result in penalties, including but not limited to:
- Suspension of a match
 - Termination of a match (including potential forfeiture of competition points)
 - Monetary fines
 - Suspension of a participant on a temporary or permanent basis
 - Suspension of a club, League or Association on a temporary or permanent basis
- 4.7 The above penalties may be in addition to any penalty which may be imposed by a Judiciary Panel
- 4.8 Venue, day and times for potential Code of Conduct and Judiciary hearings are the following:

Code of Conduct

NSWRL Headquarters: 12 -14 Dawn Fraser Avenue, Sydney Olympic Park
Wednesday nights from 6.30pm

Judiciary

NSWRL Headquarters: 12-14 Dawn Fraser Avenue, Sydney Olympic Park
Thursday Nights from 6.30pm

NSWRL reserve the right to conduct Judiciary or Code of Conduct Hearings via online platforms such as Microsoft Teams, Zoom or any other technology as they see fit.

2.4 [Judiciary Offence Points Index](#)



| Type of Offence / Grading | Law of Game | Grade 1 | Grade 2 | Grade 3 | Grade 4 | Grade 4 (Minimum Penalty Guide) |
|--|---------------|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|--------------------------------------|
| Trips, kicks, strikes another player | 15.1.a | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Careless/Reckless High Tackle | 15.1.b | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Intentional High Tackle | 15.1.b | 800 | 1600 | 3000 | Referred directly to Judiciary Panel | 6000 |
| Unnecessary Contact / Heavy Contact | 15.1.b | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Drops knees first onto an opponent on the ground | 15.1.c | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Dangerous throw when effecting tackle and / or spear tackle | 15.1.d | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Deliberately and continuously beaks the law of the game | 15.1.e | 120 | 200 | 400 | Referred directly to Judiciary Panel | 800 |
| Offensive Language in general | 15.1.f | 200 | 400 | 800 | Referred directly to Judiciary Panel | 1600 |
| Offensive Language directed towards a match official | 15.1.f | 400 | 800 | 1200 | Referred directly to Judiciary Panel | 2400 |
| Disputes the decision of the referee or touch judge | 15.1.g | 120 | 200 | 400 | Referred directly to Judiciary Panel | 800 |
| Re-enters the field of play | 15.1.h | 1200 | 1600 | 2600 | Referred directly to Judiciary Panel | 5200 |
| Racial Insults | 15.1.i | Referred directly to Judiciary Panel | Referred directly to Judiciary Panel | Referred directly to Judiciary Panel | Referred directly to Judiciary Panel | Referred directly to Judiciary Panel |
| Behaves in any way contrary to the true spirit of the game <i>Including but not limited to :</i> - <i>Indecent gestures to the crowd</i> - <i>Breach of Safe Play Code</i> - <i>Eye / face gouging</i> - <i>Spitting</i> - <i>Biting</i> | 15.1.i | 200 | 300 | 400 | Referred directly to Judiciary Panel | 800 |
| Coming from a distance to become involved in a fight | 15.1.i | 400 | 600 | 800 | Referred directly to Judiciary Panel | 1600 |
| Deliberately obstructs an opponent who is not in possession | 15.1.j | 120 | 200 | 400 | Referred directly to Judiciary Panel | 800 |
| Uses a shoulder charge on an opponent | 15.1.k | 300 | 600 | 1000 | Referred directly to Judiciary Panel | 2000 |
| Applies any unnecessary pressure or twists including grapples, crushers, or performs a 'chicken wing' style hold on a player in possession | 15.1.l | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |
| Forcefully spears at the legs of a player in possession, exposing them to unnecessary risk of injury (cannonball tackle) | 15.1.m | 200 | 400 | 600 | Referred directly to Judiciary Panel | 1200 |

Please note: 100 points amounts to a one-week suspension. The Offences Points Index above is the minimum sentence for the associated grading if found guilty of the charge (plus loading if applicable).



2.5 Code of Conduct Points Index

| Offence | Low | Medium | High |
|---|---|---|---|
| A) Uses offensive or obscene language to any participant | Adjudicated Breach Notice | 800 Points | Referred Directly to Conduct Review Committee |
| B) Enter the Field of Play or the Playing Area during the course of a match without the prior approval of the Ground Manager appointed by the home club and/or League | Adjudicated Breach Notice | 800 Points | Referred Directly to Conduct Review Committee |
| C) Excessively disputes the decision of a referee or touch judge either during or after the match | Adjudicated Breach Notice | 600 Points | Referred Directly to Conduct Review Committee |
| D) Assault or act with aggression to any person/s | Adjudicated Breach Notice | 1200 Points | Referred Directly to Conduct Review Committee |
| E) Behaves in a way contrary to the Code of Conduct and/or the spirit of the game | Adjudicated Breach Notice | 600 Points | Referred Directly to Conduct Review Committee |
| F) Behave in a way which disturbs the enjoyment of a match, function or event by any other person/s, or brings discredit to the home club and/or league | Adjudicated Breach Notice | 600 Points | Referred Directly to Conduct Review Committee |
| G) Act in such a way as to exhibit racial intolerance by language or other conduct, to any person/s | Referred Directly to Conduct Review Committee | Referred Directly to Conduct Review Committee | Referred Directly to Conduct Review Committee |
| H) Refuse to accept the reasonable direction of the Ground Manager, official of the team/club which that person is supporting, or official of the home club and/or League | Adjudicated Breach Notice | 600 Points | Referred Directly to Conduct Review Committee |
| I) No person/s may make comment or take actions that bring discredit to any person, Club or League through any social media outlet | Adjudicated Breach Notice | 600 Points | Referred Directly to Conduct Review Committee |

Please note: 100 points amounts to a one match suspension



5. Cancellation / Postponement / Abandonment of Matches

5.1. Emergency Circumstances

Emergency circumstances may include:

- 5.1.1. Any circumstances deemed to be an emergency by the NSWRL Community Competitions Committee, in collaboration with the stakeholders, or stipulated in the NSWRL Community Rugby League Policies and Procedures Manual

If any such occurrence arises, the procedure shall be as follows:

- 5.1.2. In collaboration with the stakeholders, Match Official and Ground Manager, the NSWRL Community Competitions Committee shall make the final determination if the match will continue
- 5.1.3. If a match is to be delayed due to severe weather conditions, the Ground Manager, in conjunction with the Match Official, will decide on the length of delay or cancellation
- 5.1.4. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play) for more information.

5.2. Ground Changes / Deferred Games

- 5.2.1. If a change to the original scheduled venue is required, it must first be approved by the NSWRL Community Competitions Coordinator and stakeholders
- 5.2.2. Any mass changes due to unforeseeable ground unavailability are required to be finalised and communicated by 5pm on the Friday prior to the match (note: a small amount of games may be moved in certain late notice circumstances due to unforeseeable reasons)
- 5.2.3. No venue changes will be accepted past this point in time
- 5.2.4. Abandoned matches (for any circumstances) required to be replayed MUST be played within 14 days of the original scheduling. If this cannot be achieved, zero points will be allocated to both teams involved. This can be negotiated with the CCC.
- 5.2.5. It is the Hosting Club's responsibility to ensure that the District Administrator and NSWRL Club and Competition Coordinator are notified of any abandoned matches that have occurred at the venue before 12pm on the Monday following the match
- 5.2.6. If a match was abandoned, it must also be clearly written on the front of BOTH team sheets with the reason for abandonment (i.e. foul play, injury, electrical storm).



6. Forfeits

- 6.1. Forfeits must be notified to your League Administrator and the NSWRL Community Competitions Coordinator in writing by no later than 5pm of the Friday before the match
- 6.2 Any forfeit after this point in time will incur a \$400 fine payable to the NSW Rugby League within 14 days of the forfeit (if not paid the team will be forced to forfeit the following match) – proceeds will be distributed to the clubs/district affected by the forfeit at the discretion of NSWRL
- 6.3 Any team that receives a forfeit will have seventeen (17) points added to their “points for” and zero (0) “points against”
- 6.4 Any team that forfeits in the final three (3) rounds of the season, and are final series contenders will need to show cause to the NSWRL Community Competitions Committee as to why they should not be disqualified from the competition
- 6.5 Any team that forfeits / withdraws in the final three (3) rounds of the season, and are not finals series contenders will need to show cause to the NSWRL Community Competitions Committee as to why they should not incur a \$400 fine payable to NSWRL, regardless of the time of notification specified in Section 6.1
- 6.6 Any team that forfeits three (3) times throughout the regular season will need to show cause to the NSWRL Community Competitions Committee as to why they should not be disqualified from the competition
- 6.7 For eligibility purposes, a list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the District Administrator by the club RECEIVING the forfeit before 5pm of the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes
- 6.8 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits (Policy 3.9 Forfeits) and minimum player numbers (Policy 4.24 Number of Players on the Field).

7. Fines

- 7.1 NSWRL are the only entity permitted to issue fines for Rules and Bylaw’s breaches for clubs/teams playing in the NSWRL Conference Competitions
- 7.2 See NSWRL Community Rugby League Policies and Procedures Manual in relation to fines schedule (Policy 1.5 Fines and Fees).



8 Grading / Re-grading

- 8.1. Grading of age groups will be determined by the NSWRL Community Competitions Committee in collaboration with the Stakeholders group of each Conference Competition
- 8.2. Previous season results and player movement will be taken into consideration
- 8.3. Clubs will have the ability to nominate a division however, this will only be a recommendation and cannot be guaranteed
- 8.4. The NSWRL Community Competitions Coordinator, in collaboration with the Stakeholders group, will have the ability to move teams from their current division as of a date confirmed prior to the commencement of each season
- 8.5. Once the regrade has been completed no further requests will be considered
- 8.6. If a team is promoted to a higher division, they will be placed in 4th position on the competition ladder with equal points and for and against as the current 4th placed team
- 8.7. If there are multiple teams in 4th position an average for and against points will be calculated
- 8.8. If a team is relegated to a lower division, their points will carry across along with for and against points.



9. Team Nominations

9.1 Teams must nominate under a singular club entity. That is, separate teams cannot merge and play as a non-existent entity.

9.2 The NSWRL Community Competitions Coordinator, in collaboration with the stakeholders group, reserve the right to add teams up until the completion of round three (3). Under exceptional circumstances, application for a team nomination after Round three (3) may be submitted to the NSWRL Community Competitions Coordinator for consideration

9.3 Clubs must submit team nominations to their local League Administrator by a determined date and time prior to the commencement of the competition using the correct nomination form (NSWRL supplied)

10. Time Off and Scheduled Time Delays

10.1 1st Grade is time off throughout the game. All other grades have up to 5 minutes time off for all circumstances allowed in the SECOND HALF ONLY during regular competition matches

10.2 Matches abandoned with less than one full half of a game being completed MUST be replayed within 14 days after the scheduled match (consideration needs to be taken into game time left, time off taken and half time break). Broken time counts when constituting a half of a match. The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment. This can be negotiated with the CCC.

10.3 A team has only maximum of 15 minutes after a match's scheduled starting time to take the field without any prior confirmation of delay. After 15 minutes the match will be deemed a forfeit

10.4 The game times will remain as is after the 15 minute period with consideration around shortening half time break

10.5 See NSWRL Community Rugby League Policies and Procedures Manual (Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play) for more information

10.6 Should a match be unable to commence at the scheduled time for any unforeseeable reason, injury or extraordinary event the following needs to be applied:

- a. Consideration needs to be taken for how many matches are left in the day, lighting and the minimum times. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.20 Making Changes to the Duration of a Game) for more information.
- b. Minimum times **when reducing time** (ensuring equal halves):
- c. Under 18's and Open Age (Female): 15 minute halves with 5 minutes half time break
- d. Reserve Grade, Open Age Gold and Silver Division (Male): 17 minute halves with 5 minutes half time break
- e. Girls Under 18's: 12 minute halves with 5 minutes half time break



11.0 League Tag Opens: 12 minute halves with 5 minutes half time break Player Registrations

11.1 Registration

- 11.1.1. All players must register via MySideline with their appropriate District through their participating club (this is the responsibility of the Club)
- 11.1.2. A player cannot participate in any competition until a clearance or permit, if applicable, has been fully approved via MySideline data base or new registration approved (this is the responsibility of the Club)
- 11.1.3. June 30 is the cut off each season for players to register and deregistration's to occur (players can only deregister once)
- 11.1.4. Players from a NSWRL Major Competition (Sydney Shield, Ron Massey Cup, Jersey Flegg or Harvey Norman Women's Premiership) on a portability agreement with a team in a NSWRL Conference Competition will be included in the maximum registration number quota up to a maximum of five (5) positions within the quota however, there are no restrictions on the number of players that can be used on a portability agreement during the regular season

11.2. De-registration / Unassigning Players from a Team

- 11.2.1. If a player registers to a club/team and DOES NOT participate in any match, they may be de-registered and will not count towards the maximum registration number quota
- 11.2.2. A player CANNOT be de-registered and removed from the 'active participants' list in the MySideline system if they have participated in a match for a team/club however, they can be unassigned from that team. Players remain as registered participants for insurance purposes but are ineligible to participate for that club for the remainder of the season.
- 11.2.3. Once a player is unassigned from a team, they cannot be re-assigned and are no longer eligible to participate for that club for the remainder of the season
- 11.2.4. Under 13's to 18's and Girls Under 14's to 18's: maximum number of players that can be unassigned prior to June 30 is four (4) players. Players remain registered participants for insurance purposes but ineligible to participate for that club for the remainder of the season
- 11.2.5. Under 20's, 23's and Open Age (male and female) maximum number of players that can be unassigned prior to June 30 is seven (7) players. Players remain registered participants for insurance purposes but ineligible to participate for that club for the remainder of the season
- 11.2.6. League Tag Under 9's to Open Age: maximum number of un-assigning players prior to June 30 is four (4) players. Players remain registered participants for insurance purposes but ineligible to participate in that team.



11.3 Player Transfers / Clearances and Representative Players

- 11.3.1. Transfers/Clearances will be required to adhere to the NSWRL Player Transfer Policy, in the NSWRL Community Rugby League Policies and Procedures Manual (Policy 2.23 Player Transfer Policy – Community Rugby League). Please also be aware of any clauses that may apply in a specific season due to extraordinary circumstances (i.e. Covid-19 considerations).
- 11.3.2. NSWRL Conference Competitions will have a Representative player quota requirement which is outlined in the NSWRL Player Transfer Policy
- 11.3.3. For more information, please refer to the National Clearance and Permits Policy in the NSWRL Community Rugby League Policies and Procedures Manual (Policy 10.2 Links to NRL Policies & Guidelines)
- 11.3.4. The NSWRL Player Transfer Policy will apply to all Monarch Blues Tag Conference Competition teams and players.

12. Washout Policy

- 12.1. In the event of wet weather leading into weekends, every effort will be made to reschedule and transfer matches where possible
- 12.2. Districts are encouraged to move matches between Districts to ensure matches are played (the cooperation of Districts and Clubs are essential) with scheduled times to be maintained where possible
- 12.3. Any mass changes are required to be finalised and communicated by 5pm the Friday prior to the match (note: a small amount of games may be moved in certain late notice circumstances due to unforeseeable reasons)
- 12.4. If matches cannot be moved or rescheduled forcing matches to be abandoned, then all matches in that competition for that round will be deemed abandoned
- 12.5. In the event of a round being washed out, that round will then be replayed in the final allocated washout rounds of the competition. This will be done for two rounds only. The first two washed out rounds will be moved back to the last two rounds of the season (i.e. if Round 4 is washed out, it will be replayed in the second last round. If then Round 8 is washed out, it will then be replayed in the final round. If there are no washouts, then another round of the draw will be added for the final two or one rounds remaining.
- 12.6. No competition points will be allocated for washed out rounds

13. Player Movement

Players may move between lower and higher grades throughout the competition season (age and division specific conditions below), however during finals series, qualifications and eligibility will apply:



13.1 (Open Age)

- 13.1.1. Minimum age to play Open Age is 17 years of age (player must have turned 17 to participate) (Playing 2 years above forms must be completed and approved by NSWRL)
- 13.1.2. Players are free to move from their primary team to a secondary team that is either an equivalent, higher or one division lower where necessary however, players cannot play in a team that is two divisions lower than their primary team
- 13.1.3. When a higher grade team has a BYE, players can only participate for the non-bye team if they have previously participated for the same team prior to the BYE. If they have never played for that team, then they cannot play. This includes teams from NSWRL Major Competitions (Sydney Shield, Ron Massey Cup, Jersey Flegg and Harvey Norman Women's Premiership)
- 13.1.4. Players moving between divisions/age groups only count towards registration numbers of their primary team, not the secondary team
- 13.1.5. If a club has more than one team in the same competition and division, no player movement will be allowed between the two. A club may apply for consideration of exceptional circumstances to allow identified players to move no more than once during the season.

13.2. (Higher Level Competitions)

- 13.2.1. Note: players who participate in any higher level NSWRL Major Competitions (Sydney Shield, Ron Massey Cup, Jersey Flegg and Harvey Norman's Women's Premiership) or Junior Representative Competitions (Harold Matthews, SG Ball and Tarsha Gale), shall not be permitted to return and play in any Conference Competitions on that same weekend
- 13.2.2. Should a team involved in the Final Series of either Harold Matthews, SG Ball or Tarsha Gale Competitions be deemed after their game to be eliminated from that competition then this would be the only exception to this rule and would be permitted to play on the same weekend pending District approval and completion of relevant registration / clearances
- 13.2.3. Any clubs with a link to a NSWRL Major Competition team (Sydney Shield, Jersey Flegg, Ron Massey Cup and Harvey Norman Women's Premiership) are only permitted to play five (5) players from that higher-level team on the one weekend in the relevant Conference Competition (no more than five (5) can participate)
- 13.2.4. A player will be considered a 'Major Competition' player once they have played four (4) or more combined matches in any Major competition in that season. In reference to rule 6.93, if a player on portability has played less than four 'Major Competition' matches, they will not be considered as part of the five (5) player quota when playing in the relevant Conference Competition
- 13.2.5. NSWRL Jersey Flegg (Under 20's) players are permitted to participate in any NSWRL Conference Competition within their natural age group (subject to rule 6.91).



14. Player Points Index System (PPIS) – Semi Professional

- 14.1 This Competition will operate under a Player Points Index (PPI).
- 14.2 Players must have their PPI assessment complete prior to taking the field
- 14.3 Players PPI value will be added by the NSWRL to their MySideline record
- 14.4 The NSWRL will circulate a MASTER PPI list showing ALL players PPI values
- 14.5 Note: If a player doesn't meet the below criteria this will be assessment by the Competition advisory committee.

| Points System | 1 st Grade: 100 points Reserve Grade: 70 Points | |
|---------------|--|--------|
| CATEGORY | CRITERIA | POINTS |
| A | NRL - British Super League within the last (3) three years | 20 |
| B | NSW Cup - QLD Cup within the last (3) three years | 15 |
| C | Transferred from another club within the region having played 50% or more of their games in the last 2 seasons in 1st grade | 10 |
| D | Ron Massey Cup - Jersey Flegg within the last (3) three years | 8 |
| E | Sydney Shield coming into the region - A player on Portability - Transferred from another club within the region having played less than 50% of their games in first grade in the last 2 seasons | 6 |
| F | A player coming into the Region that doesn't meet other categories | 4 |
| G | A player who remains at the same club within the region for three (3) consecutive years. They will meet this category on the fourth (4) season | 2 |
| H | Local Junior of the club | 1 |
| Equivalent | Other Sports equivalent will match points system above Eg. Super Rugby | |

- Each year a returning player will go down two points in the points system
- The minimum points a player can go down to is 4 until their 4th year with the club

Examples

NSW Cup player comes to a club.

Year 1: 15 points

Year 2: 13 points

Year 3: 11 points

Year 4: 2 points

Sydney Shield player comes to the club.

Year 1: 6 points

Year 2: 4 points

Year 3: 4 points

Year 4: 2 points



15. Head Injuries and Concussion Guidelines

- 15.1. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.17 Head Injury and Concussion Guidelines), and the NRL On-Field Policy.

16. Dismissed Players

Temporarily Dismissed Players (Sin Binned)

- 16.1. A player who is temporarily suspended (sin-binned) must immediately retire from the playing field to an area designated by the Ground Manager until the period of temporary suspension has expired. This cannot be the bench area.
- 16.2. Time of suspension begins only when the referee restarts play, or indicates time on (time is to be in accordance with actual playing time)
- 16.3. If more than one player is temporarily suspended in relation to the same incident, the period of temporary suspension commences at the same time and players will return to the field together
- 16.4. When the temporary suspension expires, players must enter the field of play from an onside position
- 16.5. Temporary suspension does not include time off and half time. The period of temporary suspension is the actual time that the ball is in play.
- 16.6. Periods of temporary suspensions (sin-bin) will be 10 minutes across all competitions.

Permanently Dismissed Players

- 16.7. A player who is permanently dismissed (sent off and not sin-binned) must immediately retire to the team's dressing room, or an area outside of the playing area designated by the Ground Manager until they have changed out of their playing uniform
- 16.8. After changing, the player must not re-enter the playing area, under any circumstances and will be deemed as a spectator
- 16.9. Ground Managers must ensure that any permanently dismissed players are made aware that a formal Notice of Charge will be issued the Tuesday following the match under the NSWRL Community Rugby League Policies and Procedures Manual (Policy 7.1 Judiciary Code of Procedure).

On-field Playing Apparel (Uniforms)

- 16.10. All clubs and teams must adhere to the NSWRL Licensing Program. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 2.10 Licensing Program) for more information
- 16.11. When team colours clash, the away team should arrange to play in a different set of jerseys
- 16.12. All jerseys are to be clearly numbered with NO duplicates.



17. Facilities

- 17.1. The NSWRL Community Competitions Committee, in collaboration with the stakeholders, reserves the right to deem a venue unfit to play and either move or postpone the match
- 17.2. It is to be noted that some local League venues have environments which may alter the rules of the game or bench/sin bin areas (i.e. kicking for touch for penalties). These will be explained at each venue and are to be determined by the Ground Manager, Match Officials and NSWRL League and Club Support Coordinator (approval required by stakeholders group prior to commencement of season).
- 17.3. See NRL Junior League Preferred Facilities guidelines for more information.

18. Finals Series

- 18.1. Top five finals series for all Macarthur Conference Competitions unless otherwise changed by the NSWRL in agreeance with the key stakeholders due to number of teams in a competition.
- 18.2. Venue for all final's matches will be determined by the position on the ladder: Major Semi-Final/Minor Semi- Final – Club that finished 2nd place in the first grade competition. The ground must meet requirements to host this event.
- 18.3. Qualifying Final/Elimination Final – Club that Finished 1st in the 1st Grade Competition
- 18.4. Preliminary Final – Rotation between appropriate venues that meet criteria to host the event.
- 18.5. Grand Final – Campbelltown Stadium
- 18.6. Grand Final matches only may be played across Friday, Saturday and Sunday pending availability and how many matches are drawn to play in any given District. In exceptional circumstances, application must be submitted to the NSWRL Community Competitions Coordinator for approval
- 18.7. If teams are on equal points at the end of the competition regular season, “for and against” points will determine semi-final placings for all positions. If equal, most points for will determine placings followed by least points against. If the same, then individual results of both teams playing each other will be taken into account (no play offs)
- 18.8. Any team breaching Competition By-Laws in any Conference Competition finals series match, regardless of their position, may be disqualified from the Competition. The NSWRL Community Competitions Committee reserves the right to admit the next highest ranked team into the finals.
- 18.9. If a team withdraws from any competition or is disqualified from any finals series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.



19. Draw in Finals only

If scores are equal at the conclusion of normal time in any final series match, then in such matches, including the Grand Final a period of extra time will follow.

20 Extra Time in Finals only

20.1 The commencement of the period of extra time shall be determined by the toss of a coin as described under the Laws of the Game.

20.2 Extra time shall be 2 x 5-minute periods, after the initial 5 minutes of play the referee will cease play and teams shall immediately change ends. The team that did not kick-off to commence the initial period of extra time, will kick-off to recommence the second period.

20.3 If scores are equal at the conclusion of extra time. Play will stop and restart again based off the result of the original coin toss on an unlimited basis until the first point or points have been scored (e.g. field goal, penalty goal or try) to determine the winner of the match. If a try is scored to determine the winner the conversion kick will not be permitted.

20.4 Only the three sports trainers and competing players will have access to the field of play.

20.5 Each team will receive two additional interchanges during extra time, interchange cards 1 and 2. These are in addition to any remaining interchanges a team may have.

20.6 The normal interchange process will apply for any interchanges that are made during the break (including the two additional interchanges).

21 Loss of Time and Time Off

21.1. In Semi-finals, Finals and Grand Finals, should thirty continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the NSWRL Community Competitions Committee and may result in the match being forfeited), the game will be terminated and be replayed at a venue and time determined by the NSWRL Community Competitions Committee and the Stakeholders Group of that Conference Competition

21.2. In Semi-Finals, Finals and Grand Finals matches, all time off shall be allowed in both halves.

22. Eligibility for Finals

22.1. The eligibility of a player to participate in any final series match (Semi-final, Final and Grand Final) will be determined based on the participants playing record on the completion of the regular rounds of competition:



(Under 20's and Open Age)

- 22.1.1. In Under 20's to Open Age competitions, players must play a minimum of five (5) Conference competition matches for their Club to be eligible to participate in NSWRL Conference Competitions Finals series
- 22.1.2. A player will qualify for finals in the team where they have played the majority of their matches during the regular season. If the majority of matches played are in a higher division, they may not play in a lower division. This includes NSWRL Major Competition players (Jersey Flegg, Sydney Shield, Harvey Norman Women's Premiership and Ron Massey Cup)
- 22.1.3. If matches played across competitions are even at the end of the regular season, the player will be eligible for both the higher and lower division.

(Major Competitions Players)

- 22.1.4. A 'Major Competition' player will qualify for finals in the team where they have played the majority of matches during the regular season. If the combined majority of matches played are in a Major Competition, they may not play in any Conference Competition Finals series
- 22.1.5. If a 'Major Competition' player plays in more than one NSWRL Major Competition throughout the season (For example, a player who plays in both Ron Massey and Sydney Shield matches in the same season), the accumulated total of matches played across these competitions will count as matches played in a Major Competition
- 22.1.6. Note: NSW Cup players are not permitted to play in NSWRL Conference Competitions.

(All Competitions Conditions)

- 22.1.7. If a player fails to play enough regular season matches to qualify for finals series games due to serious injury, adequate medical proof is required to be submitted to the NSWRL Club Competitions Committee for approval or denial within 14 days of when the injury occurred. Adequate medical proof will not be accepted after 14 days. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the period of injury, then an application on medical grounds will be denied
- 22.1.8. If the player was registered late and there were limited matches available due to wet weather, then application can be made to the NSWRL Club Competitions Committee for approval or denial for exception to these rules. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the washout rounds, then an application on limited available rounds will be denied



- 22.1.9. For Finals qualification purposes, matches forfeited by the opposition count towards the minimum regular competition matches required to qualify for the team RECEIVING the forfeit. A list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the NSWRL Club and Competitions Committee and the District Administrator by the club RECEIVING the forfeit before 5pm of the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes
- 22.1.10. Playing unregistered or unqualified players in any Finals Series match will result in the match to be deemed a forfeit and the offending team being disqualified from the Finals with possible further breaches applied
- 22.1.11. It is the responsibility of clubs to ensure that any player who participates in a finals series match has successfully met the minimum qualification requirements.

23. First Aid / Trainers

- 23.1. NRL On Field Policy must be adhered to with respect to trainers
- 23.2. Minimum “League Safe” accreditation to enter the field of play
- 23.3. Each team must ensure that they have meet the minimum Sports Trainer requirements as per the NRL On Field Policy (Tackle - U13 to U15 One League First Aid per team / Tackle – U16 and above one Level 1 Sports Trainer per team / Tag – U13 to U15 one League First Aid per match / Tag – U16 and above one Level 1 Sports Trainer per match)
- 23.4. For any reason if a team does not meet the minimum requirements as per the NRL On Field Policy then the match MUST NOT commence
- 23.5. Coaches and players must not act as a trainer in any match
- 23.6. Trainers must comply with any direction or instruction from the match officials or ground manager
- 23.7. Trainers must not make argumentative, disparaging, derogatory or offensive comments to any Match Official or Ground Manager
- 23.8. All trainers who enter the field of play must possess proof of accreditation in the form of NRL Trainers accreditation and have it available to the Ground Manager
- 23.9. Trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player



24.Match-Day Administration

24.1. Sign On Sheets / Result Sheets

- 24.1.1. All clubs must use NSWRL Conference Competition sign on sheets
- 24.1.2. District Administrators and / or host Clubs are required to supply NSWRL Conference Competition sign on sheets for game day
- 24.1.3. Players must sign on a minimum 15 minutes prior to the scheduled start time
- 24.1.4. The Ground Manager will be responsible for sign on sheets to be completed in a timely manner
- 24.1.5. Both teams are required to go through the same process when signing on (this isn't to be different between home and away teams)
- 24.1.6. A player may sign on anytime during a match
- 24.1.7. If a player does not sign on they will NOT be deemed to have played in that match for eligibility purposes
- 24.1.8. Replacements must not sign on until they are required to take the field and are to be marked on the sign on sheet as an interchange player (either with a * or "I")
- 24.1.9. A player whom takes part in a different division or age group to their primary team is required to be marked on the sign on sheet accordingly (i.e. U20 player listed)
- 24.1.10. All sin bin and send offs must be recorded on the sign on sheet
- 24.1.11. Once signed on, teams are permitted to carry out warm ups or return to change rooms
- 24.1.12. The local League Administrator and / or Club is responsible for ensuring result sheets are collected and entered onto MySideline.

24.2. Draws and Times

- 24.2.1. See NSWRL Conference Competitions – Information and Structure for 2022 for days of play and calendars
- 24.2.2. Competition Rounds will be determined by the NSWRL Community Competitions Committee in collaboration with the relevant Stakeholders group
- 24.2.3. Draws will be created by the NSWRL League and Club Support Coordinator in collaboration with the relevant local League Administrators
- 24.2.4. Districts will be allocated matches of which the local League Administrator will be required to allocate time and venues (deadlines will be set to ensure a forward draw is available).

24.3. Ground Managers

- 24.3.1. Home clubs (in some cases, Districts) are responsible for appointing Ground Managers to venues during matches
- 24.3.2. Districts and Clubs will determine whom is responsible however venues will be required to be setup for play with the appropriate safety, tables, ropes and chairs in place



- 24.3.3. Ground Managers are responsible for ensuring sign on processes are adhered to, results sheets are filled in correctly and in a timely manner after each match, general control of matches in accordance with NSWRL Policies and Procedures, liaising with match officials, enforcing correct trainer/manager/coach and spectator behaviour, ensuring appropriate judiciary reports forms/sheets are available to the match officials and provided to all parties concerned in the event of an incident
- 24.3.4. They are required to be visible at all times during matches either at the officials table or on the sideline and wearing the NSWRL provided, coloured Ground Manager vest
- 24.3.5. They will be heavily involved in the enforcement of the NRL Code of Conduct for off-field concerns, in particular, being aware of the NSWRL Conference Competitions Handbook and reporting of incidents.

24.4. [Player Identification](#)

- 24.4.1. A condition of NSWRL Conference Competitions is that a player is NOT permitted to participate in a match without a digital player registration identification card being present
- 24.4.2. Cards must be present prior to the commencement of any competition match with all players to sign on accordingly
- 24.4.3. In the event of exceptional circumstances, the local League Administrators should be contacted. If the circumstances were unforeseeable, the teams will be instructed to continue the match with the players' names to be recorded and checked post-match
- 24.4.4. Local League Administrators in collaboration with the NSWRL League and Club Support Coordinator have the ability to approve individual circumstances if it can be proven that registration on MySideline with a photo exists.

24.5. [Sideline Area and Bench Locations](#)

- 24.5.1. Both the home and away team benches must be on the same side of the field
- 24.5.2. Where team benches are located within the playing area e.g. inside the fence, the following provisions must be adhered to:
 - 24.5.3. Under no circumstances is "barracking" or abuse from the bench permitted. This also refers to advice or assistance to the match officials in relation to their performance or how they should carry out their duties.
 - 24.5.4. Personnel on the bench may comprise only those people directly related to the conduct of the match itself e.g. coaches, reserve players, trainers and team manager with a requirement to be clearly identified with a vest or shirt and have official identification
 - 24.5.5. Under no circumstances is a suspended player permitted inside the playing area / on the bench



- 24.5.6. A player who is temporarily suspended must immediately retire from the playing field to the dressing shed or area designated by the Ground Manager until their temporary suspension has expired
- 24.5.7. The Ground Manager may request any person on the bench to leave at any time
- 24.5.8. Players and Officials on the bench must, at all times, remain at the bench allocated to their team (except for warm-ups)
- 24.5.9. No one besides the Ground Manger can approach the match officials
- 24.5.10. Whilst Officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances
- 24.5.11. No members of the general public are permitted within the playing area.

24.6. Timekeeping

- 24.6.1. The home team, in conjunction with the away team if they so wish, will be responsible for the keeping of match time
- 24.6.2. If the away team does not nominate anyone for this purpose, they must accept the timekeeping of the home team
- 24.6.3. All decisions of the official timekeeper shall be final and not open to review or appeal, unless the NSWRL Community Competitions Committee determines so in collaboration with the stakeholders
- 24.6.4. In all cases, the referee will be the sole judge of when play shall cease after the half-time or full-time siren has sounded
- 24.6.5. The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

25. Situations Not Covered

- 15.1 NSWRL Determination shall be final should any situation arise that is not covered under these rules including making adjustments to these rules where applicable.



Club Championship

1. Competition Points are allocated as follows: - a. 2 points for a win 1 point for a draw 0 points for a loss

1. For the purpose of the Club Championship, points are accumulated from all teams entered in the current competition and are worked out as follows: -

Semi Professional Clubs

First Grade points earn X 3

Second Grade X2

Women's Rugby League X2

Under 18 X1

The Club with the most points at the conclusion of competition games will be awarded the Macarthur Conference Club Championship

Conference Competition Clubs

Gold points earn X 3

Silver Grade X2

Women's Rugby League X2

Under 18 X1

Portability

- Portability Agreements have been signed with both the Wests Tigers and Western Suburbs Magpies with the Macarthur Region.
- This will allow Ron Massey Cup, Jersey Flegg and Harvey Norman Women's players that are not required in their respective teams to be assigned back into the Macarthur Conference competitions. (Applicable to only Open Women's and 1st Grade competitions)
- The Macarthur Competition Administration staff will work with clubs if they are able to fit the players into their squads. Once a player is assigned to a club they will remain at that club if they are required to come back into the Macarthur competition.
- Local juniors of a club will automatically be assigned back to their junior club.
- Women's player must have played at the club for 2 or more years to be classed as a local junior.
- Clubs are expected to pay the male players \$120 fixed rate as well as providing playing attire.
* The player's points will be assigned on what their playing history represents.
- Players are eligible to play finals in the Macarthur Conference competitions if they play the majority of their games in this competition. A player must have played a minimum of 5 games to be eligible.