

NSW JUNIOR LEAGUE ASSOCIATION



SYDNEY COMBINED COMPETITION 2016 PLAYING RULES AND BYLAWS





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2016 Playing Rules

Incorporating the Balmain, Canterbury, South Sydney, Eastern Suburbs, St George, Cronulla and Western Suburbs District Junior Rugby Leagues. *(These rules override all domestic rules for teams who are competing in the Sydney Combined Competition).*

The Sydney Combined Competition (SCC) is a partnership between the Balmain, Canterbury, Sydney Roosters, St George, South Sydney and Western Suburbs District Junior Rugby League Clubs. It is governed by a committee which contains one voting member delegate from each of the stakeholders listed. **Matters placed before the SCC committee is determined by a majority vote and the decision of the SCC Committee is final.**

SCC Committee meetings are convened and chaired by a suitably qualified staff member from the NSWRL Community Football Unit. The Chairperson does not vote on matters unless there is a voting deadlock. In this case the Chairperson will have the deciding vote.

The SCC is open to all NSWRL districts. Districts must be prepared to enter all teams within a single age into the Competitions. Individual teams are usually NOT accepted, however in extenuating circumstances, an application may be made and each case will be considered by the SCC Committee strictly on its merits and the decision of the SCC Committee is final.

All competition matches, and Rugby League activities conducted by, or on behalf of the SCC are subject to the conditions as laid out in the official National (NRL) “Code of Conduct”.

Important – every person who attends a Rugby League match does so with the permission and license of the home club and / or League. Breaches of this Code of Conduct may result in penalties up to and including a fine, loss of team match points and/or suspension. **Clubs are responsible for the conduct of their players, parents / careers, coaches, officials and spectators.**

All games are conducted under these 2016 Sydney Combined Competition Playing Rules and By-Laws.

Situations Not Covered - Should any situation or matter arise that is not covered by these playing rules, and then the matter shall be dealt with by the SCC Committee. Their decision shall be final and no correspondence will be entered into.

The SCC Committee reserves the right to alter these 2016 Playing rules and Bylaws as and when required by majority vote of the SCC Committee. Clubs, their teams and participating districts are required to apply for entry into the SCC, Entry is for the 2016 season only. Failure to abide by any SCC rules and regulations can result in fines and or termination of teams and clubs from the SCC.



1. TEAM NOMINATIONS

- 2.1 The minimum number of players in each team required to nominate for the SCC shall be (13) thirteen players.
- 2.2 The SCC reserves the right to add teams to any of its competition's up until the completion of Round 3.

2. REGISTRATIONS

- 2.1 Players may register in their respective Districts up to and including 30 June 2016.
- 2.2 No new registrations, deregistration's or clearances/transfers between Clubs can take place after 30th June 2016. *(For rules concerning clearances between and/or within SCC Districts, please not rule 2.6).*
- 2.3 **The maximum number of registered players in all competitions is 25 players.**
- 2.4 Players may only be re-registered once each year.
- 2.5 **The maximum number of deregistration is 7 players across all competitions.**
- 2.6 Local Junior Rugby League rules apply for the transfer of players from one club to another within their respective districts. **Once a player has participated in any SCC match, that player will not be permitted to clear/transfer to any other participating SCC club without the express approval of the SCC Committee.** *It's the responsibility of the club requesting the clearance to alert their District Junior League Administrator, whom then will make a request to the SCC Committee.* Each application will be treated on it merits with the committee being mindful of it obligation to protect the integrity of each of its competitions.
- 2.7 **PLAYER MOVEMENTS AND PORTABILITY U13 TO U19 INCLUSIVE**
 - 2.7.1 A player may not play for a higher age group at the expense of any players registered in that higher age group unless with the express pre-approval of the SCC Committee.
 - 2.7.2 A player may not play up in a higher age group without the signed **"Playing up an age group consent form"**. This rule applies to all players participating in the SCC that have not yet to turn 17 years of age.
 - 2.7.3 Any player who plays in a higher age group must fulfill their commitments to the team their registered in on the same day. They must not take the starting position of a player who is playing in their rightful age group.
 - 2.7.4 No player can play more than one year above their correct (natural) age group. A player must turn 17 years of age before they will be permitted to play open age Rugby League (U19+) *(Consent form not required once turned 17yrs of age - please also refer to rule 2.7.1)*

- 2.7.5 Girls Competitions (*U13-U15 & U16-18*), as per the NSWRL Policies and Procedures Manual, have approval to play in combined age groups without prior consent or permission required.
- 2.7.6 There are no restrictions on the number of occasions a participant can play in a higher SCC age group (*Subject to rules 2.7.1 & 2.7.4*).
- 2.7.7 If a club has more than one team in an age group, a player registered to a lower age group can only play for one of those teams in the higher age group during a season.

Example:

A club has an U13 Div 2, U14 Div 1 and U14 Div 3. A player playing up from the U13 Div 2 team can only play for one of U14 Div 1 or Div 3 team during the season, not both. That is, once they play for one team they cannot play for the other.

- 2.7.8 A player is permitted to participate in a higher division within his correct age group for a **maximum of two matches** during the season. Once a player has participated in more than two games in a higher division of their correct age group, they will be ineligible to drop back to their original team of registration in that age group.

Example:

U13 Div 3 player may play up in U13 Div 2 or U13 Div 1 for a maximum of 2 games only during the season. After participating in 2 matches, the player must stay with that team for the remainder of the season and cannot go back down to the players original division.

- 2.7.9 Players cannot play in a lower division to which he is registered in.

2.8.0 PLAYER MOVEMENTS AND PORTABILITY OPEN AGE COMPETITIONS

The SCC open age competitions shall be graded and named as:

- 1st Grade
- 2nd Grade
- 3rd Grade

- 2.8.1 Rules (2.8.1–2.8.2) are to be applied to clubs who have more than one team competing in open age SCC competitions across grades *as well as clubs that have teams (including joint venture arrangements) that compete in NSWRL/NRL Higher Level Competitions (see rule 2.9 NSWRL/NRL Higher Level Competitions for further clarification)*. Clubs should also note rules relating to player registration numbers (*section 2. REGISTRATIONS*).

- a. Players registered to a lower SCC grade team may play up in a higher SCC grade team subject to the “4 x 4” rule *see rule 2.8.1g*), **no conditions apply to fulfilling lower SCC grade commitments.**

- b. Lower SCC grade players playing in a higher SCC grade are not counted as registrations for the purposes of rule 2.3. That is, they do not count towards the registration cap of 25 players maximum.
- c. The lower SCC grade registered players are permitted to start the game in the higher SCC grade, **regardless if the player participated in a lower SCC grade (subject to “4x4” rule 2.8.1g).**
- d. **On any single weekend, a maximum of two players registered in a higher SCC grade or NSWRL/NRL Higher Level Competition can play down in a lower grade competition subject to the “4 x 4” rule (see rule 2.8.1g).**

Any higher SCC grade or NSWRL/NRL Higher Level Competition player dropping down to a lower SCC grade on any one weekend will **NOT** be permitted to play for the higher SCC grade or NSWRL/NRL Higher Level team to which they are registered to on that same weekend.

(See rule 2.9 NSWRL/NRL HIGHER LEVEL COMPETITIONS for further clarification)

- e. Higher SCC grade players playing in an lower SCC grade are not counted as registrations for the purposes of rule 2.3. That is, they do not count towards the registration cap of 25 players maximum. **However NSWRL/NRL Higher level players playing in an SCC lower grade competition DO COUNT towards the registrations cap. That is, they form part of the registration cap of 25 players maximum.**
- f. If a club has more than one team competing in the same SCC grade (*ie 2 teams in SCC 2nd Grade*) of competition, no cross pollination of players registered to each individual team will be permitted.
- g. **“4 x 4” rule** - any registered participant who plays in a SCC grade contrary to the SCC grade or NSWRL/NRL Higher Level Competition that they are registered in are limited to the number of times they can play in that contrary grade.

A player may play in a contrary SCC grade for no more than four games starting the match and no more than four games participating off the reserves bench. i.e. a player may participate *(4 starting and 4 off the bench)* in a contrary SCC grade on no more than eight occasions.

Once a player exceeds the 4 x 4 limits, he will be deemed to have breached competition registration rules, and clubs may have competition points deducted and/or fines for this breach.

2.9 NSWRL/NRL HIGHER LEVEL COMPETITIONS

- 2.9.1 **Any player who participates (i.e. 17 players nominated on the game data sheet) in a NSWRL/NRL Higher Level Competition (e.g. NYC, NSW Cup, Ron Massey Cup, and Sydney Shield) or NSWRL Harold Matthews/SG Ball Competitions shall NOT be permitted to return to play in the SCC on that same weekend; this includes finals series (exception below).**

Should a team involved in the Finals Series of either Harold Matthews or SG Ball 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 approval from district team).

(NSWRL Competitions Manual Player movement rule – the only exception stated above)

- 2.9.2 **The Open Age Sydney Metropolitan Women’s Rugby League (SMWRL) Competition is considered to be equivalent to regular SCC open age competitions with rules 2.7 and 2.8 to apply with player movements across the Girls Competitions and SMWRL**
- 2.9.3 The onus for enforcement of this rule shall be on the Junior League Clubs. Clubs found breaching this rule will be liable for loss of competition points and fines as determined by the SCC Committee.
- 2.9.4 Clubs protesting under this rule must lodge their protest before 5:00pm on the first business day following the match.

3. TEAM COLOURS

- 3.1 When team colours clash, the Club who is the “Away” team will arrange to play in a different set of jerseys. All jerseys to be numbered, with NO **duplicated numbers**.

4. TIMES OF PLAY

- 4.1 Open Age & U21’s - 35 minutes each way – 10 minutes half time *(maximum)*.
U19, U17, U16 and **U16-18 Girls** - 30 minutes each way – 10 minutes half time *(maximum)*.
U15, U14, U13 and **U13-15 Girls** - 25 minutes each way – 10 minutes half time *(maximum)*.
- 4.2 Up to 5 minutes time off for all circumstances is allowed **in the second half only** during regular competition matches. No time off in the first half of regular season matches is permitted.
- 4.3 Once a game starts the score at the scheduled finishing time stands as a result.

Example:

if your game has started and in the 5th minute a player is injured the following will occur:

- *Time will continue running on the match clock until half time, As there is no time off in first half*
- *Up to 10 minutes half time*
- *Normal time off for second half, up to 5 minutes*
- *Time continues to run down until full time is called*
- *Game is complete and the score at the end of the match stands as the result.*

4.4 Should a match be unable to commence at the scheduled time, due to an injury in a previous match, or an extraordinary event, the Ground Manager should consider the following:

Once the injury/extraordinary event clears and the game can begin, the Ground Manager should:

4.4.1 Stop the clock to determine how much time of play has been lost.

4.4.2 Time lost needs to be taken off total game time (*including 10mins for half time*) to determine remaining playing time (*consideration must be given to rule 4.2*)

e.g. 15 mins lost in U13 match, total game time is 2 x 25min + 10min half time = 1hr, therefore, remaining playing time is 1 hour minus time lost 15mins = 45mins

4.4.3 Ground Manager then needs to consider Rule 4.6 with reference to remaining times

4.4.4 Ground Manager to advise teams and referee and play remainder of game

4.5 If fully allocated times can be allowed for any subsequent games such that they may be played and completed before 4.30pm, or if sufficient (*100 lux*) lighting is available rearrange starting times, inform teams and play all games.

4.6 If there is insufficient time or lighting, game(s) can be played under reduced times (*equal in each half*).

Minimum acceptable times are:

U15, U14, U13 and **U13 -15 Girls**15 minutes per half, 5 minutes half-time

U19, U17, U16 and **U16-18 Girls**20 minutes per half, 5 minutes half-time

U21 – A Grade...25 minutes per half, 5 minutes half-time

Should this not be workable, call your local Junior League Administrator

4.7 **Please refer section 6 (Final Series) for time of play requirements for Play Off, Semi Finals, Finals and Grand Final matches.**

5. CONDITIONS OF PLAY

- 5.1 The SCC will consist of 18 rounds in all age groups. **With exception of the Girls Competitions.**
- 5.2 All Competitions will receive 2pts – WIN; 1pt – DRAW; 0pts – LOSS 2pts – BYE **(No points will be allocated to washouts; this includes BYE's occurring in washed out rounds).**
- 5.3 **Excluding the Girls Competitions,** grading of age groups into divisions shall be determined by the SCC Committee. Re-grading of competitions will take place once five (5) competition matches have been completed. An application for re-grading must be made via email from the club secretary to the relevant district administrator outlining which team wants to be regraded and why that team should be re-graded.
- 5.4 If a team is promoted to a higher division once re-grading has occurred they will be placed equal to the team placed on the same premiership points in 4th position. The For and Against will be readjusted to be an average of the for and against of any other 4th placed teams.

Example:

Team A have been regraded and moved up from Div 2 to Div 1. Based on an average of the 3 equal 4th placed teams, the For and against will be the following.

SCC U13 - Division 1 - Table

<i>Place</i>	<i>Team</i>	<i>For</i>	<i>Against</i>	<i>+/-</i>	<i>Points</i>
<i>4th</i>	<i>B</i>	<i>100</i>	<i>50</i>	<i>+50</i>	<i>8</i>
<i>4th</i>	<i>C</i>	<i>120</i>	<i>10</i>	<i>+110</i>	<i>8</i>
<i>4th</i>	<i>D</i>	<i>80</i>	<i>30</i>	<i>+50</i>	<i>8</i>
<i>4th</i>	<i>A</i>	<i>100</i>	<i>30</i>	<i>+70</i>	<i>8</i>

If a team is demoted to a lower division once regarding has occurred they will also carry all competition and 'For' & 'Against' points across.

- 5.5 Unlimited interchange will apply for all grades and in all matches. Teams may only use *(and have dressed)* a maximum of 20 players per match.

Girl's Competitions, unlimited interchange will apply. Teams may only use *(and have dressed)* a maximum of 17 players per match.

Please note, injured and Non-participating players must not sit inside the playing area or at the playing bench area. A maximum of two players per team can be interchanged at any one time.

- 5.6 In the event of any team playing with more than the maximum number of permitted players on the field at any one time, the club protesting under this rule must lodge their protest before 5:00pm on the first business day following the match. *(See Section 17. APPEALS & PROTESTS).*

5.7 Upon the SCC Committee being satisfied a team has committed a breach, the following action will be taken.

- Loss of two (2) competition points if the offending team won the match
- If the offending team lost the game, a suitable fine will be issued as determined by the Sydney Combined Competition Committee.
- If in a Play-Off, Semi Final, Final or Grand Final the match to be awarded to the non-offending team.

5.8 All grades involved in the SCC for season 2016 will play four (4) team semi-finals over three weeks, *with the SCC committee to consider top 5 finals where applicable in certain competitions.*

5.9 If teams are on equal points at the end of the competition rounds for and against points determine semi-final placing, except, if two or more teams are tied for fourth place, there will be play-offs (*see Final Series section 6 for Play Off rules*).

5.10 Points 'For' and 'Against' are taken into account for all games, with the exception of those points scored 'For' and 'Against' when a team subsequently has withdrawn from the Competition. *Competition tables will be adjusted at the completion of the final round. Matches played by a team that has withdrawn will have the result adjusted;*

2 competition points received for a win and 0 competitions points received for a loss. However no 'For' and 'Against' points will recorded for a win or loss.

5.11 All games to be played each season as determined by the SCC Committee.

5.12 When a round of the competition is "washed out" that round will not be replayed.

5.13 Under normal circumstances match times and venue will not be altered after being verified and confirmed. Clubs do not have the option of deferring matches without the express permission of the SCC Committee.

5.14 The Sydney Combined Committee reserves the right to reschedule any competition matches at its discretion.

5.15 A team shall be allowed a maximum of 10 minutes after a match's scheduled starting time to take the field without any prior confirmation before a forfeit can be called. **The 10 minutes shall commence at the scheduled starting time.**

The remaining match time shall be split into equal halves. The duration of the match shall be then determined by the Ground Manager and both captains will be advised. The following fixture must start at the scheduled time. This applies to all grades.

5.16 WASHOUT POLICY

- a. Every effort will be made to transfer matches from a district that has been washed out into a district that is still able to play and has enough spare grounds.
- b. The cut off time for transferring matches between districts in the event of a district

being washed out will be 3:00pm on the Friday prior to that round of matches.

- c. Canterbury clubs will have the option of having a ground official at any of their venues that have had washed out matches transferred to them. The emphasis will be placed on the visiting club to co-manage the running of the ground.
- d. Referees appointments will be as per the original appointments.
- e. “Host” clubs will open the ground and supply post pads and any large match day hardware that would normally be used at that venue.
- f. Every effort will be made to keep kick off times as close to those originally posted as possible.

6. FINAL SERIES

6.1 Major Semi:

Team ranked 1 v Team ranked 2
Winner advances to Grand Final
Loser to the Final

Minor Semi:

Team ranked 3 v Team ranked 4
Winner advances to Final
Loser eliminated

Final:

Loser of [1 v 2] plays winner of [3 v 4]
Loser eliminated

Grand Final: Winner of Final and Winner of the Major Semi-Final play in the Grand Final.
(In the event of top 5 finals series the above will be restructured)

6.2 Venues for Semi-Finals, Finals and Grand Finals shall be determined by relative positions on the table i.e.:

Major Semi Final: - Venue is Home District of team ranked 1.

Minor Semi-Final: – Venue is Home district of the team ranked 3.

Final: - Venue is Home District of the loser of the Major Semi Final.

Grand Final: – Venue is Home District of the winner of the Major Semi-Final

All districts are encouraged to play finals series games at “neutral” home venues where possible.

Please note in 2016 the SCC Final series may be played on Friday night, Saturday or Sunday.

6.3 *If scores are level at the conclusion of Semi Final and Final Matches, extra time (5 minutes each way, straight turn-around) is to be played. If the game is still drawn after two 5 minute periods of extra time, teams will play golden point extra time (after a 2 minute break). The first*

team to score a point(s) during this time will be declared the winners. There are no time limits during Semi Finals and Finals Match golden point periods.

6.4 If games are drawn in Grand Finals, extra time (5 minutes each way, straight turn-around) is to be played. If the game is still drawn after two 5 minute periods of extra time a further 5 minute golden point period is to be played. Should the game be drawn after the extra 5 minutes each way, and the extra 5 minute golden point period the teams shall be declared Joint Premiers.

6.5 In Semi-Finals, Finals and Grand Finals, should thirty (30) continuous minutes of play be lost due to an injury or any other particular reason, the game will be terminated and be replayed at a venue and time determined by the SCC Committee.

6.6 In Semi-Finals and Finals series matches all time off shall be allowed.

6.7 PLAY OFF MATCHES (To determine final series standings)

- a. If scores are level at the conclusion of a Play Off Match, extra time (*5 minutes each way, straight turn-around*) is to be played. If the game is still drawn after two 5 minute periods of extra time, teams will then play golden point extra time (*after a 2 minute break*). The first team to score a point(s) during this time will be declared the winners. **There are no time limits during Play Off Match golden point periods.**
- b. A total of 5 minutes time off for all circumstances is allowed in the second half only for a Play Off Match. No time off is permitted in the first half.
- c. Players must have qualified to participate in a Play Off Match (*subject to rule 6.8 FINAL SERIES AND PLAY OFF QUALIFICATIONS*)
- d. Play Off Matches will be required to be played on Tuesday nights (*pending weather*) or Wednesday nights as determined by the SCC Committee.
- e. Should a game stop, due to a serious injury or for any other particular reason, for a lengthy period of time the following needs to be considered:
 - The first half must be played with NO time off regardless of any situation
 - The minimum required total time (*across both halves*) for a match to be deemed to have a result is 35minutes (*Open Age / U21*), 30 minutes (*U16 to U19 including girls competitions*) and 25minutes (*U13 to U15 including girls competitions*) (*Ground Managers must note any loss of game time across both halves*)
 - A finish time of 10pm is required and needs to be considered with any lengthy time offs (*extra time is permitted to go past 10pm*)

If none of the above can be achieved, the game will be required to be replayed at a later date determined by the SCC Committee.

Example:

if 10minutes of game time occurs in the first half of an open age play off match,

then stops due to injury and doesn't restart until second half, another 25 minutes of game time is required to be sufficient time to have a result recorded. If the injury prolongs the second half from starting and there isn't enough time left before 10pm then the play off will need to be replayed at a later date.

6.8 FINAL SERIES AND PLAY OFF QUALIFICATIONS

- a. The eligibility of a player to participate in any match included in the Final Series or Play Off Matches will be determined on the basis of their playing record at the conclusion of the rounds of the competition.
- b. All players must have played a minimum of **Five (5)** games for their team during the normal season to be eligible for the Final Series or Play Off Matches, unless prevented by injury (*proof required prior to the player taking the field*) or lack of available games if late registration.

Please Note: - This rule does not apply to a lower grade player playing up, provided they has played **Five (5)** games in his registered grade during the normal season. (*Subject to rule 2.7.5*)

- c. Player eligibility to participate in the Finals Series or Play Off Matches will be based on the majority of games that the player participated in for a nominated team, this includes NSWRL/NRL Higher Level Competitions. IE if a player has played in 7 NYC matches during a season and 10 SCC U19 matches for his club team, they will be eligible to play Finals matches for his club team. *If the player plays more NYC Matches then U19 they are not eligible for U19.*
- d. A player having played in a higher SCC grade or division in the starting **13** of a Final Series is not eligible to compete in their own grade finals. An interchange player may play in a higher grade or division match and still be eligible to play in a lower grade match subject to rule 2.7.1
- e. Playing an unregistered or unqualified player will result in the forfeit of the match and possible fines.
- f. Matches forfeited by the opposition will count towards matches played for qualifications PURPOSES (*subject to rule 6.8b*). If the team the player is registered to forfeits, the match does not count for qualification purposes. *Washed out matches do not count towards matches played.*

7. FORFEITS

- 7.1 Forfeits must be notified to your District Secretary by 9am on the Saturday morning (*Friday mornings 9am for the Girls Competitions*) prior to the weekend match. Any forfeit after this time will attract a \$400 fine, payable to the New South Wales Rugby League. Invoice for payment will be provided. *Forfeiting teams MUST pay this fine before they play their next*



scheduled competition match. Failure to do so will preclude the team from participation until the fine is paid.

Proceeds will be retained by the NSWRL.

7.2 The minimum allowable number of players fielded by a team (*inclusive of players sin-binned*) shall be nine (9). Should there be less than this number of players available the match will be forfeited.

Please note – players dismissed from the field permanently are not included in your minimum numbers required to take the field.

7.3 Teams that are final Series contenders **cannot** forfeit in the final 4 rounds of the competition. Teams that forfeit in the final round will **not** be allowed to continue into the final series.

7.4 Teams that forfeit in the three rounds before the last round will be required to submit a show cause notice to the SCC Committee, providing reasoning as to why they forfeited and should be allowed to continue.

7.5 The SCC Committee shall have full powers to rule ineligible any team considered to be acting in a manner detrimental to the **National Code of Conduct**.

7.6 Forfeits – Teams who win on forfeit (*receive WOF*) will receive 2 competition points but no points ‘for’ or ‘against’ will be allocated.

7.7 Any team that has forfeited on three occasions during the season must show cause (to the SCC Committee) as to why they should not be disqualified from the competition.

8. GROUND MANAGERS / INDEPENDENT LEAGUE OFFICERS

8.1 **Please note in addition to Ground Managers, Independent League Officers may be used and take responsibility of some of the points below. These officers in 2016 will be used at Canterbury Bankstown DJRL designated matches.**

8.2 Ground Managers will be responsible for setting up grounds for play, arranging an appropriate table for sign-on sheets, keeping of records and general controlling of games. A registered team or club representative must sit at the official’s table during their team’s games. The team manager will be in charge of time keeping. In Finals Series matches, District Officials will oversee the running of matches.

8.3 They are fully responsible for off-field control of matches, behaviour of Ball Persons, and enforcement of the National Code of Conduct (*including spectator behaviour*) and **SCC Playing Rules and Bylaws**.

8.4 **They must ensure that all Forms (*Sign-On-Sheets*) are delivered to their respective Junior Leagues by the following business day. Forms can be emailed (scanned or photo) or faxed.**

8.5 Must ensure that Send-Off charge sheets are properly completed, **ensuring the referees have the proper Send-Off forms/reports**, and the appropriate copy given to the player involved or team manager.

- 8.6 Ensure players registration card and copy of charge sheet is collected and given to their local District Administrator. Please ensure all send-offs are notified to the Junior League Administrator by phone or email before 7pm on the day the game was played. Send-off details must also be recorded on Ground Result Sheets sheet.
- 8.7 Are to issue a receipt for any video or DVD retained for Judiciary / Code of Conduct purposes.
- 8.8 All Coaches will be required to remain in the designated area set out next to their team's bench for the duration of the game. *(No coach will be permitted to call out from the designated area during the game or leave the designated area whilst the game is in progress).*
- 8.9 Ground Managers must email or fax the match "ground summary results" sheet to their respective Junior League Administrator before 6:00 pm on the day games are played or if permitted logged directly online.
- 8.10 The SCC operates under the strict condition that a player is not permitted to take the field in any match without their player registration identification card being present **(NO CARD NO PLAY)**. These cards must be presented prior to the commencement of any competition match with **ALL players to sign on accordingly**.
- 8.11 In the event of exceptional circumstances, i.e. lost or stolen cards, the district administrator 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.

District	Name	Phone	Email
St George	Cathy Crowe	0409 911 094	stgjnrlleague@optusnet.com.au
St George	Mitchell Sim	0419 604 844	mitch111@ozemail.com.au
Balmain	Jennie Webster	0412 468 658	jwebster@weststigers.com.au
South Sydney	Luke Curry	0478 398 714	lcurry@thejuniors.com.au
South Sydney	Kris Gorman	0437 928 420	kgorman@thejuniors.com.au
Canterbury Bankstown	Gavin Lawrence	0400389955	lawrenceg@bulldogs.com.au
Canterbury Bankstown	Anne-Maree Poole	0411 380 849	poole_a@bulldogs.com.au
Western Suburbs	Julie Luke	0418 457 227	westsjrl@bigpond.net.au

Clubs are not permitted to contact Junior League Administrators from outside their "home" districts.

9. SIGN-ON SHEETS

- 9.1 All Clubs must use the SCC Sign-on Sheets.
- 9.2 Home venues and their Ground Managers are to ensure Sign-on Sheets are available.



- 9.3 Players must be signed on as directed by Ground Manager a minimum of fifteen minutes prior to scheduled start time.
- 9.4 A player may sign on to play at any stage during a match.
- 9.5 If a player does not sign on they will NOT be deemed to have played the match for qualification purposes.
- 9.6 **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.** After signing on report immediately to the nearest touch judge and advise who they are replacing.
- 9.7 A player who takes part in a match for a higher SCC age group **must** state their registered age group on the sign-on sheet i.e. U19 registered player playing up in the A Grade **must** state on the A Grade sign-on sheet he is an U19 player.
- 9.8 All sin bins and send offs must be recorded on the sign on sheet and game day summary sheet.
- 9.9 Teams are permitted to return to dressing sheds after signing on and also at half time in matches.

10. JUDICIARY

- 10.1 Players dismissed from the field will appear before the **NSW Junior League Association Judiciary**. Hearings will take place **from 6.30pm** on the Wednesday night after each round of competition matches.
- 10.2 **Venue**
Quad 1, Level 2
8 Parkview Drive
Sydney Olympic Park NSW.
- 10.3 Refer to NSW Junior League Association Judiciary Code of Procedure document for more information.

11. GATE SHEETS

- 11.1 Where matches are scheduled for Hurstville, Coogee and Mascot Ovals, Jubilee Stadium, Campbelltown Stadium, Leichhardt Oval, Edwin Wheeler Oval, Hillier Oval, Jardine Park, Milton Park, & Worrell Park an entry fee will be charged for spectators.
- 11.2 A gate sheet is available for players and five (5) Team Officials to sign and be admitted free to those grounds. Teams participating at those venues must complete the form to gain free entry.

12. BALL PERSONS

- 12.1 A maximum of two (2) ball persons may be used by each Club during matches.



- 12.2 Ball persons must place and leave the ball on the touchline at the point where the ball crossed the line and next to the Touch Judge. Ball persons MUST NOT under any circumstances, throw the ball into the field of play or to a player close to the touch line.
- 12.3 Ball persons who enter the field of play to deliver sand or kicking tees may only do so at a stoppage of play and must leave the field of play immediately.
- 12.4 The minimum age of a ball person shall be ten (10).
- 12.5 Kicking T runners are not permitted to take to the field when penalty goals are attempted, or retrieve the T from kick offs.

13. FOOTBALL BOOTS & KICKING TEES

- 13.1 All approved types of football boots and studs are permissible. However, referees or touch judges shall check all boots before each match. If deemed unsuitable by the referee or touch judge the boots or studs must be repaired to the satisfaction of the referee or touch judge, or they shall not be worn during the match.
- 13.2 Kicking tees may be used provided they are a product which has been officially approved and is commercially available for purchase i.e. an NRL Licensed Product
- 13.3 Such kicking tees may be used for kicks at goal and starts or restarts of play from the 50 metre line

14. FINES

- 14.1 The following fines are applicable in the SCC during the 2016 season.
- 14.2 All fines are to be paid to the NSWRL by 8:00 pm on the Thursday prior to the next game. No match is to be played by the team until the fine has been paid. All fines must be paid to the NSWRL. Invoice for payment will be provided with EFT bank details.
- 14.3 Appeals, where appropriate, can be lodged after payment of the fine.

14.4 FINES SCHEDULE

\$400.00	Un-notified forfeits (as per F1)
\$300.00	Per match for playing an unregistered or unqualified player. The match will be considered to be a forfeit.
\$50.00	All age groups, if ball boys not provided.
\$300.00	Any team or Club found guilty of having glass bottles in any area – cans only permitted
\$200.00	Dressing rooms left in dirty and untidy conditions
\$50.00	Teams that do not provide a football that is in good condition
\$50.00	Trainers not wearing their provided official shirt/vest
\$50.00	Trainers failing to follow instructions from Ground Managers



15. SIN BINNED PLAYERS

- 15.1 Sin bin time commences when the Referee signals the restart of play.
- 15.2 Sin bin time is timed in accordance with actual playing time i.e. 10min of game time in accordance with the game clock
- 15.3 The sin bin area is that allocated by the Ground Manager in an area designated. The player is to remain in this defined area with the ground official or representative. The sin binned player is not to be approached by his officials or players, except to provide water or attend to injuries.

16. CITING'S

- 16.1 Any video / DVD evidence presented of the citing charge must be a full and unedited version. Notification of any video evidence seeking to be admitted as evidence must be made prior to the relevant Citing hearing.

17. APPEALS & PROTESTS

For all appeals that relate to Judiciary or Conduct Review matters, please refer to the NSW Junior League Association “APPEALS Code of Procedure 2016”.

- 17.1 For all other appeals and protests, the application to appeal / protest form (*contained in this manual*) must be completed and lodged with your local district administrator along with the application fee by 5.00pm on the day following the match / verdict that is being disputed. All applications must be made by the club Secretary on behalf of the effected party.
- 17.2 These appeals and protests are subject to an application fee of \$500.00 which must be received by your local Junior League secretary by 5.00pm on the day following the match / verdict that is being disputed.
- 17.3 Once an appeal / protest has been lodged, the SCC Committee reserves the right to determine the outcomes of such an appeal / protest based on the playing rules and regulations of the SCC and / or the [NSW Junior League Association Policies and Procedures Manual](#).
- 17.4 The committee will either:
- 17.4.1 Make a determination immediately based upon the evidence before them and the playing rules of the competition. Any decision made by this body will be deemed as final, and no further avenue of appeal will be available.
- OR
- 17.4.2 Arrange a panel to hear the matter to be made up of a chairman appointed by the SCC Committee and two (2) panel members. Any decision made by this body will be deemed as final, and no further avenue of appeal will be available.

18. SPLIT ROUNDS

- 18.1 If required, the split rounds for season 2016 are rounds 8, 1, 3, 11, 4, 7, 10, 2, 6, 12, 9.

19. VIDEOING OF MATCHES

- 19.1 All persons wishing to record matches must apply to the Ground Manager for permission to do so. Should an incident occur which would necessitate a Referee's or Ground Manager's report the subsequent full and unedited version (DVD /video) must be provided on request to the Ground Managers who shall issue a receipt for same.
- 19.2 Clubs should be aware that matches may be recorded for the purposes of training and review. The content will NOT be made available to the public.

20. COACHES, MANAGERS AND TRAINERS

- 20.1 Coaches' Managers and Trainers must at all times comply with any direction or instruction from Match Officials and Ground Managers. They must not at any time while carrying out their duties breach the **National Code of Conduct** make argumentative, disparaging, derogatory, or offensive comments to any Match Official or Ground Manager.
- 20.2 Coaches' Managers and Trainers are limited to calling out "encouragement of players" from the playing area, and must stay in the appropriate areas at all times. Failure to comply with these instructions will lead to citing under the National Code of Conduct.
- 20.3 For full Trainer's Guidelines please refer to **NRL On-Field Policy**.

21. SITUATIONS NOT COVERED

- 21.1 Should any situation or matters arise, that are not covered in these rules, the matter shall be referred to the SCC Committee for a decision, which shall be deemed be final.
- 21.2 The SCC Committee reserves the right to alter these 2016 Playing rules and Bylaws as and when required by majority vote of the SCC Committee.

22. LOCAL VENUE REQUIREMENTS:

- 22.1 The following local Junior League venue rules will apply in SCC matches.

Hurstville Oval	Sin Bin Area- Booth Saunders Pavilion (accompanied by official)
Jubilee Oval	Sin Bin Area- The Tunnel accompanied by official
Birchgrove Oval	No kicking for touch from a penalty on the water side whilst Mini/Mod games are being played. The referee will advance the play 10 meters.
Blackmore Oval	No kicking for touch from a penalty on the factory side. The referee will advance the play 10 meters.
Frank St Oval	No kicking for touch from a penalty on factory side. The referee will advance the play 10 meters.
Cressy Rd Oval	No kicking for touch from a penalty on Road Side (Buffalo Rd). The referee will advance the play 10 meters.



King George Park	No kicking for touch from a penalty on water side. The referee will advance the play 10 meters.
TG Milner	No kicking for touch from a penalty on Top field, house side. The referee will advance the play 10 meters.
Coogee Oval	Bench sits outside playing area

23. ADDITIONAL FORMS AND DOCUMENTS

Playing in a Higher Age Group Consent Form and Appeals/ Protests Form are separate attachments.