



*North Sydney District Junior Rugby League
Association Playing Rules and By Laws*

(Updated December 2025)





1. Interpretation and Amendment

- 1.1.** The North Sydney District Junior Rugby League (NSDJRL) abides by the NSWRL Community Rugby League Policies & Procedures Manual and the NRL Laws of the Game for all playing rules and bylaws with exception to the Local Rules outlined below.
- 1.2.** The NSDJRL Association Playing Rules and Bylaws shall be read and received as the Playing Rules and By-Laws of the NSDJRL.
- 1.3.** Unless exceptional circumstances arise which necessitate a change, these By-Laws shall not be amended by the Board of Management during the currency of a football season.
- 1.4.** Amendments to the NSDJRL Playing Rules and By-Laws shall be reviewed by the Board of Management at the completion of one season to the commencement of the following season.
- 1.5.** The Board of Management shall give the affiliated clubs reasonable notice of change in the competition Playing Rules and By-Laws
- 1.6.** Any Situation not covered will revert back to the NSDJRL Board in conjunction with the NSWRL.

2. Team Nominations

2.1. Local Rules

- 2.1.1.** Entries for all competitions shall be in writing to the Junior League Administrator. All entries shall close on the date fixed by the NSDJRL Board of Management.
- 2.1.2.** The NSDJRL reserve the right to add or remove teams to any of its competition's up until the completion of June 30.
- 2.1.3.** In default of notification the grades and qualifications shall remain unchanged. Present grades and qualifications are as follows:

Tackle Competitions:

<i>U6 years at 1st January</i>	<i>U8 years at 1st January</i>	<i>U10s years at 1st January</i>
<i>U7 years at 1st January</i>	<i>U9s years at 1st January</i>	<i>U11s years at 1st January</i>

E.g., If a player turns 8 years old on February 1st of that year, they are eligible to participate in the Under 8s competition in that given year.



Female League Tag Competitions:

*U10 years at 1st January U12 years at 1st January U14 years at 1st January
U16 years at 1st January U18 years at 1st January*

- 2.1.4.** Under 12 tackle teams will participate in a Joint Manly Warringah JL / North Sydney JL Competition.
- 2.1.5.** All other age groups will participate in NSWRL Conference Competitions
- 2.1.6.** Any club having more than one team in any competitive age group, other than combined competition age competitions which have special rules, may interchange players as determined by the NSDJRL Board of Management up until the 30th June in any given season. Clubs are to nominate their two respective teams to the Junior League Administrator on the 1st July in any given season and those teams will be final.

2.2. Multiple Teams (Under 9's – Under 11's, League Tag Competitions)

- 2.2.1.** Clubs that enter more than one team in the same competition must provide an alternate playing jersey for matches in which their teams play each other. The alternate jersey must display clearly visible numbers on the back and be of sufficient contrast to prevent confusion. The responsibility for supplying an alternate jersey rests with the club and must comply with the NSDJRL Constitution. Reversible jerseys are a suggestion.
- 2.2.2.** Clubs with multiple teams in an age group are to select an initial squad comprising the number of players equal to the minimum amount of players required to take the field in that particular age group.
- 2.2.3.** All players not selected/graded in the initial squad are permitted to float amongst the other teams in that particular age group, but are to be rotated on a weekly basis.
- 2.2.4.** Floating players must be declared before Thursday 5pm. Any game-day changes are allowed ONLY for injury, illness, or minimum-player compliance.
- 2.2.5.** Final squad/team lists are to be submitted to Junior league Administrator prior to 30 June.
- 2.2.6.** Floating players will fall under 'Playing in Higher Age Group' rules, for example a player from Under 9 can't play his game and then start in place of an Under 10 player.
- 2.2.7.** No movement between teams post squad list submission (30 June).



3. Registration:

3.1. Registration Types

- 3.1.1.** All NSDJRL tackle competitions (including Under 6 and Under 7) must register as the 'Player Tackle' registration type.
- 3.1.2.** All NSDJRL tag competition must be registered as 'Player League Tag' registration type.
- 3.1.3.** If any players wish to participate in both tackle and league tag competitions, players must register for both registration types – 'Player Tackle' and 'Player League Tag.'

3.2. Players Playing Up an Age Group

- 3.2.1.** All players playing up an age group in a NSDJRL Competition must complete 'NSWRL Playing In a Higher Age Group' Consent Form before taking the field. This form must then be sent to the League Administrator at the earliest convenience after participation.
- 3.2.2.** No player playing up in a higher age group than their registered age may take the starting position of a player eligible and available to play in that team. Players playing up in a higher age group cannot wear either the DH or FR vest. They also may not take a kick for goal (conversion) before all correct aged players have taken a kick for goal as part of the rotation.
- 3.2.3.** Players are not permitted to play up more than one age group in Under 6s to Under 11s as per the NRL Laws of the Game.
- 3.2.4.** When playing up an age group, players may play in a team that is an equivalent, higher or one division lower to that of their primary team with the following condition:
 - i.** If playing up an age group in an equivalent or higher division, a player may play up in a higher AGE GROUP a maximum of three (3) matches. On the fourth occasion, a player will be considered to be part of the secondary team (no longer permitted to play in the primary team) however, if the player also plays for their primary team the same day/weekend, this WILL NOT count towards the quota of three (3) matches.
- 3.2.5.** For further information, please refer to the NSWRL Community Rugby League Policies & Procedures Manual - Policy 2.19 Playing a Player Above Their Natural Age Group (Playing Up).



4. Conditions of Play

4.1. Washouts

- 4.1.1. Every effort will be made to transfer matches from a ground that has been washed out into a ground that is still able to play and has enough spare space. If an entire round is washed out, no points will be allocated for any match.
- 4.1.2. If 50% (fifty percent) of matches are completed in any one competition (i.e. Under 14 Tag) on one weekend, the round will be deemed as COMPLETED.
- 4.1.3. Any match not played in that competition due to ground closures / wash outs in what is deemed as a COMPLETED round (with 50% or more games played) will receive a WASH OUT DRAW (i.e. both Teams will be allocated 2 competition points and a 17-17 draw recorded).
- 4.1.4. Should less than 50% of competition matches in any one competition be completed, the whole round for that particular competition will be deemed as CANCELLED and no competition points will be recorded, regardless of if a match has been played or not.
- 4.1.5. Any WASH OUTS and/or CANCELLED rounds will not count towards Finals Series Qualifications for any players that were listed on submitted team lists.

5. Final Series

5.1. Local Rules for Finals Series

- 5.1.1. The "right to play" in finals. All players who qualify for the finals must play. If a qualified player does not take part in any finals match, a medical certificate must be provided in the case of injury. A letter from the player's parent or guardian will only be accepted in cases of interstate or overseas travel, or bereavement. All documentation must be submitted to the Junior League Administrator.
- 5.1.2. The format of Competition Finals Series will be determined by the number of Teams in the Competition. Either a four (4) or six (6) Team finals format will be played. All Finals Series will be run in a three week format.
 - i. The NSDJRL board of Management are able to change the makeup of the finals series at their discretion having provided the member clubs adequate notice.
- 5.1.3. Competition points and for and against points will decide the positions in Semi Finals.



5.1.4. If there are two teams are on equal points and for/against points, a mid-week elimination play off match will be played to determine the team that will progress into the Semi Finals.

- i. In the event of a draw in the play off match, an extra two 5 minute periods will be played (straight turn around).
- ii. Should the teams still be level after extra time, a further period of extra time will be played and the 'golden point' rule will be applied and the match will continue until a winner is determined.

5.1.5. Play- offs or the replay of any such match will NOT count as competition matches for the purpose of qualification of players for the finals series.

5.1.6. In the event of a finals game(s) being washed out, the highest rank team after the regular season will progress.

5.2. Final Series Structures

5.2.1. Top 4 Semi Finals:

Week 1 –

Game 1 (Semi) – 1 v 2 Game 2 (Semi) – 3 v 4 (elimination)

Week 2 –

Game 3 (Final) – Loser Game 1 v Winner Game 2

Week 3 –

Game 4 (Grand Final) – Winner Game 1 v Winner Game 3

5.2.2. Top 6 Semi Finals:

Team ranked 1 and Team ranked 2 have a BYE

Week 1 –

1 v week off 2 v week off Game 1 (Semi) – 3 v 6 (elimination)

Game 2 (Semi) – 4 v 5 (elimination)

Week 2 –

Game 3 (Final) – 1 v Lowest ranked winner (from Games 1 and 2)

Game 4 (Final) – 2 v Highest ranked winner (from Games 1 and 2)

Week 3 –

Game 5 (Grand Final) – Winner Game 3 v Winner Game 4

5.2.3. Venues and scheduling for all finals matches will be determined by the position on the ladder:

Semi-Finals Home venue for highest ranked Team



Finals Home venue for the highest ranked remaining Team

5.2.4. A team's 'home venue' may not be guaranteed during finals due to availability or as determined by the Junior League Administrators in consultation with the NSDJRL board of management.

5.2.5. Grand Final matches may only be played across Friday, Saturday and Sunday.

5.2.6. In all Final Series games there will be time off in both halves when indicated by the match official. If extra time is played, no time off will be called.

5.2.7. In semi-final and finals matches, if scores are equal at the conclusion of normal time, then a period of extra time will follow in the form of two 5 minute periods (straight turnaround).

- i. Should the game still be drawn at the completion of extra time. A further period of ten (10) minutes maximum extra time will be played, where the 'golden point' rule will apply. If a Team scores a try or kicks a goal / field goal at any stage within this extra time period, the referee will terminate the game with the Team scoring the points declared the winner. If no points are scored at the conclusion of the 10-minute period, the higher ranked Team at the conclusion of the normal rounds will be declared the winner.

5.2.8. In Grand Finals, if scores are equal at the conclusion of normal time, then a period of extra time will follow in the form of two 5 minute periods (straight turnaround).

- i. Should the game still be drawn at the completion of extra time. A further period of ten (10) minutes maximum extra time will be played, where the 'golden point' rule will apply. If a Team scores a try or kicks a goal / field goal at any stage within this extra time period, the referee will terminate the game with the Team scoring the points declared the winner. If no points are scored at the conclusion of the 10-minute period, the competition teams will be declared the 'joint premiers.'

5.3. Final Series Qualifications

5.3.1. The eligibility of a player to participate in any match included in the final series will be determined on the basis of their playing record at the conclusion of the rounds of the competition.



5.3.2. In all competitions, the number of matches required to qualify for a finals series will be 33% of available regular season rounds in the competition. The number of games will be determined by the board of management prior to the Final Series.

5.3.3. 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 Junior League Administrator for approval or denial prior to the Finals Series.

5.3.4. When playing up an age group, players may play in a Team that is an equivalent, higher or one division lower to that of their primary Team with the following conditions:

- i. If playing up an age group in an equivalent or higher division, a player may play up in a higher AGE GROUP a maximum of four (4) matches. On the fifth occasion, a player will be considered to be part of the secondary Team (no longer permitted to play in the primary Team) however, if the player also plays for their primary Team the same day/weekend, this WILL NOT count towards the quota of four (4) matches.
- ii. If playing up an age group and down one division, a player can do this to a maximum of four (4) matches. On the fifth occasion, a player will be considered to be part of the secondary Team (the higher age group Team) and are no longer permitted to play in their primary Team regardless of whether the player also plays for their primary Team on the same day/weekend.
- iii. If playing up an age group and down a division, the limit is three players (3) per match during the season.

5.3.5. No player playing in up in a higher age group than their registered age may take the starting position of a player eligible and available to play in that team.

5.3.6. Playing an unregistered or unqualified player will result in the forfeit of the match and a fine.

5.3.7. COMPLETED Washout round and matches forfeited by the opposition will count towards matches played for qualifications purposes. If the team that the player is registered to forfeits, the match does not count for qualification purposes.



6. Forfeits

6.1.1. Local Forfeit Rules

- i. In all NSDJRL Competitions forfeits must be notified to the Junior League Administrator by 12pm on the Friday prior to the game.
- ii. Any team whom either does not notify the Junior League or notifies the Junior League of a forfeit after 12pm on the Friday prior to their game will incur a \$400 fine payable to NSDJRL 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 Club affected by the forfeit at the discretion of NSDJRL.
- iii. Any forfeits will stand regardless if the match becomes a washout.

6.1.2. Teams who win or forfeit (WOF) will receive 3 competition points.

6.1.3. Any Team that receives a forfeit will have twenty-nine (29) points added to their "points for" and zero (0) "points against"

6.1.4. Teams who forfeit in the last three (3) rounds of the competition and are Final Series contenders must show cause to the NSDJRL Board of Management as to why they might be allowed to participate in the Final Series.

6.1.5. A Team shall be permitted a maximum of fifteen (15) minutes from the scheduled start time of a match to take the field without prior notification of a delay. If the team has not taken the field within this period, the match shall be declared a forfeit. At the discretion of the Ground Manager, the half-time interval may be shortened to ensure that subsequent matches are completed within the allotted time or available daylight.

7. Abandoned Matches:

7.1.1. Please refer to the NSWRL Community Rugby League Policies & Procedures Manual - Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play.

8. Team Lists

8.1.1. Clubs MUST submit team lists (via MySideline) by 9pm Thursday prior to weekend Matches, every week, this includes team officials.

8.1.2. If changes to team lists occur on game day, they must be clearly identified and compliant of rules.



9. Sign on Sheets

9.1. Completion of Sign on Sheets

- 9.1.1.** All players must sign the official players sign on sheet prior to taking the field.
- 9.1.2.** For Mini age groups, a club official shall complete the sign-on sheet on behalf of the players.
- 9.1.3.** Modified age groups and over must complete sign on sheets accordingly.
- 9.1.4.** In other age-based competitions, reserve players, including interchange players, must not sign the sign-on sheet until they are notified to take the field. The replacement player must inform the officials' table of the player they are replacing and must replace that player as soon as practicable.
- 9.1.5.** Sign-on sheets must be handed to, or collected by, the Ground Manager once the timekeepers and Match Officials have confirmed and signed that the scores are correct.
- 9.1.6.** The Junior League Administrator may impose a fee of fifty dollars (\$50.00) on any club that fails to comply with sign-on sheet requirements.

10. Judiciary and Code of Conduct

10.1. Judiciary

- 10.1.1.** The NSDJRL follows the NSW Community Rugby League Association Judiciary Code of Procedure (see NSWRL Community Policies & Procedures Manual).

10.2. Code of Conduct

- 10.2.1.** The NSDJRL Board of Management shall have full powers to rule ineligible any team considered to be acting in a manner detrimental to the proper conduct of the North Sydney District Junior Rugby League.
- 10.2.2.** The NSDJRL conducts all competitions under the NRL Code of Conduct. This Document is to be displayed and easily accessible on each member club's website.

11. Citing's

11.1. Local Citing Rule

- 11.1.1.** Any request for a citing must be out in writing on club letterhead from the secretary of the club, with all relevant evidence, including video evidence where available in unedited version to the Junior League Administrator by 5pm the Monday following the match or 48 hours if the match is playing during the week.



12. Officials on Game Day

12.1. Game Day Expectations

12.1.1. Coaches, Managers and Trainers must at all times comply with any direction or instruction from the Match Officials or Ground Managers. They must not at any time while carrying out their duties make argumentative, disparaging, derogatory, or offensive comments to any Match Official or Ground Manager.

12.1.2. Coaches, Managers and Trainers are limited to calling out encouragement to players from the playing area and must stay in the appropriate area at all times. Failure to comply with these instructions will lead to citing under the NRL Code of Conduct.

12.2. Coaches Guidelines

12.2.1. All Coaches must hold a current age based accreditation for the team of which they are coaching. The accreditation must be up to date and not expired.

12.2.2. Under 6s, Under 7s and Under 8s

- i. Coaches in Under 6s and Under 7s are allowed to remain on the field of play with their players for the full season.
- ii. Coaches in the Under 8s are not permitted to remain on the field whilst the match is being played.

12.2.3. Under 9s to Under 11s / League Tag

- i. Coaches will be required to remain in the designated area set out next to their team's bench for the duration of the game.
- ii. No coach will be permitted to call out any instructions to players; encouragement of players is permitted, from the designated area during the game.

12.3. Trainers Guidelines

12.3.1. All Sports Trainers must have a current accreditation (League Safe, League First Aid, Level 1 Sports Trainer or Level 2 Sports Trainer). The accreditation must be up to date and not expired.

12.3.2. All trainers must print their names on the sign on sheet prior to kick off.

12.3.3. At all times, the minimum Sports Trainer requirements of the NRL On-Field Policy should be observed. If at any time the minimum requirements of the [NRL On-Field Policy](#) can not be provided games should be stopped immediately. The Ground Manager should notify the NSDJRL as soon as this occurs.



12.3.4. All Trainers must wear the official trainer shirt at all times, provided by the NSDJRL.

12.3.5. All trainers must wear appropriate footwear. Bare feet, thongs or sandals will not be tolerated.

12.3.6. All Trainers must remain at the players bench at all times, unless they are undertaking their duties. Trainers are not permitted to walk up and down the sideline whilst the game is in progress, unless making an interchange; trainers are also not permitted to stand on the far side of the field or behind the dead ball line. Trainers must not call out from the sideline within the playing area.

- i. At no time are trainers allowed to approach, make comment to or about Referees or touch Judges.

12.3.7. Trainers can only enter the field of play when:

- i. A player is injured or;
- ii. To administer water to players whilst their team is in possession of the ball or;
- iii. To administer water after a try has been scored, or the referee has called a stoppage in play (time out) or;
- iv. To retrieve a kicking tee or;
- v. To assist in the interchange of a player.
- vi. They must leave the field of play in a timely fashion (i.e. running)

12.3.8. League Safe trainers must not administer first aid.

12.4. Unofficial Touch Judges

12.4.1. In the absence of official Touch Judges in competition matches under the age of 16, or in League Tag matches, if the Referee requests un-official Touch Judges, those volunteers undertaking this role should be reminded that the only requirements of the position is to alert the Referee if a player, or the ball, crosses the touch line, or indicates a successful conversion kick. Both of these indications are made by raising a flag.

12.4.2. The minimum age requirement for an un-official touch judge is fourteen (14). An un-official Touch Judge should not communicate with players while undertaking their role and should not enter the field of play.

12.4.3. If you wish to act in this role, please complete the online 'Volunteer Touch Judge Course' via playrugbyleague.com.



13. Fines & Fees

13.1. Fines and fees will apply for relevant infringements. The NSDJRL will apply the fines and fees as set out in the NSWRL Community Rugby League Policies & Procedures Manual (Policy 1.5)

13.2. The NSDJRL will issue an association fee to affiliated clubs, at the determination of the board of management.

14. Local Rules Not Covered

The following rule shall apply only to matches played on Tunks Park:

1.1.2. Teams awarded penalty kicks shall not kick into touch on the eastern side of Tunks Park. Instead, they may elect to advance 10 metres and recommence play with a tap kick. All other options allowed under the rules of the game are also available.