



*North Sydney District Junior Rugby League
Association Playing Rules and Bylaws*

(Updated April 2024)





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 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 Round 3.
- 2.1.3. In default of notification the grades and qualifications shall remain unchanged. Present grades and qualifications are as follows:

Tackle Competitions:

U6 years at 1st January U8 years at 1st January U10s years at 1st January
U7 years at 1st January U9s years at 1st January U11s years at 1st January

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 Blues Tag Competitions:

U12 years at 1st January U14 years at 1st January U16 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.

2.1.7. Under 9's – Under 11's

2.1.8. 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

2.1.9. 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.

2.1.10. Clubs requiring players to float between teams on any given weekend shall advise the Junior League Administrator via email the names of said players prior to COB Thursday.

2.1.11. Floating player allocation will be monitored by Junior League Administrator to ensure Clubs are abiding to the rules.

2.1.12. Floating players will fall under 'Playing in Higher Age Group' rules, meaning a player from U8 White can't play his game and then start in place of an U8 Orange player.

2.1.13. Final squad/team lists are to be submitted to Junior league Administrator prior to 30 June.

2.1.14. No movement between teams post squad list submission (30 June)

3. Registration:

3.1. Players Playing Up an Age Group

3.1.1. All players playing up an age group must complete NSWRL Playing In a Higher Age Group Consent Form.

3.1.2. No player playing up in a higher age group then 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.

3.1.3. 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.

3.1.4. 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:

- 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.



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. Wherever possible, Referees' appointments will be as per the original appointments. If an entire round is washed out, no points will be allocated for any match.

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 player that is qualified to play does not participate in any finals match a Doctors certificate if the player is injured, or a letter from the players parents if they are away will need to be supplied to the Junior League Administrator.
- 5.1.2. All competitions in the NSDJRL will play a five (5) team final series over four (4) weeks. 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. In the event of a draw in the play off, an extra five (5) minutes each way will be played.
- 5.1.5. Should the teams still be level after extra time, a further period of 10 minutes maximum extra time will be played, where the 'golden point' rule will be played.
- 5.1.6. Should the teams still be level after the additional 10 minutes, the team who finished higher on the table will progress into the Final series.
- 5.1.7. **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.**

5.2. Final Series Structures

5.2.1. Top 5 Semi Finals:

Minor Premiers- Week off

Major Semi – Team ranked 2 vs Team ranked 3. Winner advances to play minor premiers, loser plays against the winner of 4v5.

Minor Semi- Team ranked 4 vs Team ranked 5. Winner advances to preliminary final, loser eliminated.

Preliminary Final 1- Team Ranked 1 vs Winer of 2v3, Winner advances to the Grand Final, Loser plays winner of preliminary final 2.

Preliminary Final 2- Loser of 2v3 vs winner of 4v5. Winner advances to the final, loser eliminated.

Final- Loser of Preliminary Final 1 vs Winner of Preliminary Final 2. Winner advances to Grand Final, Loser eliminated.



Grand Final- Winner of Preliminary Final 1 vs Winner of Final.

5.2.2. Top 4 Semi Finals:

Major Semi- Team ranked 1 vs Team ranked 2. Winner advances to the Grand Final, Loser to the Final.

Minor Semi- Team ranked 3 vs Team ranked 4. Winner advances to the final, Loser eliminated.

Final- Loser of 1v2 plays winner of 3v4. Winner advances to the Grand Final. Loser eliminated.

Grand Final- Winner of Major Semi vs winner of the final.

5.2.3. Venues for Semi Finals, Finals and Grand Finals Shall be determined by the Junior League Administrator in consultation with the competing clubs.

5.2.4. If a match is drawn in the final series the following will occur:

5.2.4.1. An extra five (5) minutes each way will be played.

5.2.4.2. 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.

5.2.4.3. Should the game still be drawn at the completion of the further ten (10) minutes, the game will be re played during the following week, ground availability permitting.

5.2.5. In all Final Series games there will be time off in both halves when indicated by the match official.

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. All players must play a minimum of five (5) competition matches for their registered team during the normal season to be eligible for the Final Series, unless prevented by injury (proof required).

5.3.3. A player must play a minimum of five (5) competition matches down in their correct age group (when playing a higher age group) to qualify for final series.

5.3.4. A player is eligible to play in one (1) higher age group in the final series if they have played a minimum of five (5) competition matches in their correct age group.

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. Washed out 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

Refer to the NSWRL Community Rugby League Policies & Procedures Manual (Policy 3.8).



6.1. Local Forfeit Rules

- 6.1.1. In all NSDJRL Competitions forfeits must be notified to the Junior League Administrator by 12pm on the Friday prior to the game.
- 6.1.2. Teams who forfeit in the last four (4) 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.
- 6.1.3. Teams who win of forfeit (WOF) will receive 3 competition points but no points for or against will be allocated.
- 6.1.4. 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 fine as per NSWRL Community Rugby League Policies & Procedures Manual (Policy 1.5)

7. Sign on Sheets:

7.1. Completion of Sign on Sheets

- 7.1.1. All players must sign the official players sign on sheet prior to taking the field.
- 7.1.2. The only exception being U6s, U7s and U8s, where a club official will complete the sign on sheet on their behalf.
- 7.1.3. In other age based competitions the reserve players, including interchange players, must not sign until they are notified to take the field. The replacement player is to notify the officials table whom they are to replace and must replace this player as soon as possible.
- 7.1.4. The sign on sheets are to be handed to, or collected by the Ground Manager, when the time keepers and Match Officials have agreed and signed that the scores are correct.



8. Judiciary and Code of Conduct

8.1. Judiciary

8.1.1. The NSDJRL play under the NSW Community Rugby League Association Judiciary Code of Procedure (see NSWRL Community Policies & Procedures Manual).

8.2. Code of Conduct

8.2.1. 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.

8.2.2. 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.

9. Citing's

9.1. Local Citing Rule

9.1.1. 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 Close of Business the Monday following the match.

10. Coaches, Managers and Trainers

10.1. Game Day Expectations

10.1.1. 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.

10.1.2. 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.

10.2. Coaches Guidelines

10.2.1. 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.

10.2.2. Under 6s and Under 7s

10.2.2.1. Coaches in Under 6s and Under 7s are allowed to remain on the field of play with their players for the full season.

10.2.2.2. Coaches in the Under 8s are not permitted to remain on the field whilst the match is being played.

10.2.3. Under 9s to Under 11s / Blues Tag



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

10.3. Trainers Guidelines

- 10.3.1. 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.
- 10.3.2. Each team is permitted a maximum of two trainers
- 10.3.3. All trainers must print their names on the sign on sheet prior to kick off.
- 10.3.4. Before any game is to commence, there must be at least one League First Aid (minimum accreditation required) Sports Trainer present. This is the responsibility of the host club to provide.
- 10.3.5. **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.**
- 10.3.6. All Trainers must wear appropriate vests at all time. It is the responsibility of the home venue to provide trainers vests. All trainers must wear appropriate footwear. Bare feet, thongs or sandals will not be tolerated.
- 10.3.7. 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.
- 10.3.8. At no time are trainers allowed to approach, make comment to or about Referees or touch Judges.
- 10.3.9. Trainers can only enter the field of play when:
 - 10.3.9.1. A player is injured or;
 - 10.3.9.2. To administer water to players whilst their team is in possession of the ball or;
 - 10.3.9.3. To administer water after a try has been scored, or the referee has called a stoppage in play (time out) or;
 - 10.3.9.4. To retrieve a kicking tee or;
 - 10.3.9.5. To assist in the interchange of a player.They must leave the field of play in a timely fashion (i.e. running)
- 10.3.10. League Safe trainers must not administer first aid.

11. Fines & Fees

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



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

12. Local Rules Not Covered

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

12.1.1. Teams awarded penalty kicks shall not kick into touch on the eastern side of Tunks Park and the western sides of Dural. 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.