

Sydney Combined Competition

2013 Playing Rules and By Laws

(As at 27th March 2013)



Sydney Combined Competition

2013 Playing Rules

(As at 26th March 2013)

Incorporating the Balmain, Canterbury, South Sydney, Sydney Roosters, St George and Western Suburbs District Junior Rugby Leagues.

(These rules override Balmain DJRFL, Canterbury DJRFL, South Sydney DJRFL Sydney Roosters DJRFL, St George JRFL and Western Suburbs DJRFL domestic rules for teams who are competing in the Sydney Combined Competition).

All competition matches, and Rugby League activities conducted by, or on behalf of the Sydney Combined Competition (SCC) are subject to the conditions as laid out in the official National Rugby League (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 suspension. **Clubs are responsible for the conduct of their players, parents / carers, coaches, officials and spectators.**

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

All games are conducted under these 2013 Sydney Combined Competition Playing Rules and any situation not specifically addressed shall be as according to the Rules of the New South Wales Rugby League.

The Sydney Combined Competition Committee reserves the right to alter these 2013 Playing rules as and when required by majority vote of the Sydney Combined Competition Committee.



A. TEAM NOMINATIONS

1. The minimum number of players in each team required to nominate for the Sydney Combined Competition shall be (10) ten players.

B. REGISTRATIONS

1. Players may register in their respective Districts up to and including 30 June 2013.
2. No new registrations, deregistration's or transfers between Clubs can take place after 30th June 2013.
3. The maximum number of registered players in each age group shall be:
 - 25 players for A Grade, U21, U19, and U17 competitions.
 - 22 players for Under 13, U14, U15 and U16 competitions.
4. Players may only be re-registered once each year. In Under 17, Under 19, Under 21 & 'A' Grade competitions, seven (7) players only may be de-registered in each team each year.

In the Under 13, Under 14, Under 15 and Under 16 competitions, five (5) players only may be de-registered in each team each year.

5. A player may not play up for a higher grade at the expense of any players registered in that higher grade unless with the express pre-approval of the Sydney Combined Competition Committee.
6. **Portability between 'A' and 'A Reserve' grades.**

A player who is registered in 'A Reserve' may play up in 'A' grade, but must start the game from the 'reserves bench'.

7. Any player who plays in a higher age group or division must fulfill his commitments to his own age group / division on that same day. They must not take the starting position of a player who is playing in his rightful age group.
8. No player can play more than two years above their correct (natural) age group. A player must turn 17 years of age before he will be permitted to play open age Rugby League.
9. Local Balmain, Canterbury, South Sydney, St George and Western Suburbs Junior Leagues rules apply for the transfer of players from one club to another, excepting that no player shall be permitted, having played a match, to transfer between these districts without the express approval of the Sydney Combined Competition Committee.

C. TEAM COLOURS

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.**



The addition of strapping or electrical tape to alter playing numbers will not be tolerated.

D. TIMES OF PLAY

1. 'A' Grade, U/21's - 35 minutes each way – 10 minutes half time (maximum).
U/19, U/17, U/16, - 30 minutes each way – 10 minutes half time (maximum).
U/15, U/14, U/13 - 25 minutes each way – 10 minutes half time (maximum).
2. Up to 5 minutes time off is allowed **in the second half only** during competition matches. In Semi-Finals and Finals series matches all time off shall be allowed.
3. It should be noted that in some exceptional circumstances (bad weather, serious injury etc.), one fully completed half of a match can constitute a result in the event of abandonment thereafter.

4. PROCEDURES FOR GAMES DELAYED DUE TO INJURY

Normal Procedures:

- a) No time off in first half
- b) Maximum 10 minutes half time
- c) Maximum five minutes time off in the second half

Extraordinary situations:

- 4.1 Once a game starts the score at the scheduled finishing time (following above procedure) stands as the result.
- 4.2 Should a match not be able to commence at the scheduled time, due to an injury in a previous match, do not start the clock. In this situation the Ground Manager should:
 - 4.2.1 If fully allocated times can be allowed for following 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.
 - 4.2.2 If there is insufficient time or lighting, play the game(s) under reduced times (equal in each half).

Minimum acceptable times are:

- U/13 – U/1515 minutes per half, 5 minutes half-time
- U/16 – U/1920 minutes per half, 5 minutes half-time
- U/21 – A Grade...25 minutes per half, 5 minutes half-time
- Should this not be workable the match will be deferred.
- If there still remains a problem, call your Junior Secretary / Administrator or Match and Draw Coordinator



5.1 If drawn games in play offs for Semi Finals, Finals and Grand Finals extra time (5 minutes each way, straight turn-around) is to be played. If game is still drawn after extra time a further (5 minute golden point period) is to be played.

5.2 In a Semi-Final Playoff, Semi-Final or Final if the game is still drawn after extra time & golden point period has been played the game will be replayed, ground permitting.

5.3 In Grand Finals, 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. 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 Sydney Combined Competition Committee.

E. CONDITIONS OF PLAY

1. The Sydney Combined Competition will consist of 18 rounds in all age groups.
2. All Competitions will receive 2pts – WIN; 1pt – DRAW; 0pts – LOSS.

Grading of age groups into divisions shall be determined by the Sydney Combined Competition 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. 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. All 'For' & 'Against' points will carry across. If a team is demoted to a lower division once regrading has occurred they will also carry all competition and 'For' & 'Against' points across.

3. 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.

A maximum of two players per team can be interchanged at any one time.

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.

Upon the Sydney Combined Competition Committee being satisfied a team has committed a breach, the following action will be taken.

If in a competition match:

- 3.1 Loss of two (2) competition points if the offending team won the match
- 3.2 If the offending team lost the game, a suitable fine will be issued as determined by the Sydney Combined Competition Committee.



3.3 If in a Play-Off, Semi Final, Final or Grand Final the match to be awarded to the non-offending team.

4. All grades involved in the Combined Competition for season 2013 will play four (4) team semi-finals over three weeks.

5. 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.

Points 'For' and 'Against' are taken into account for all games, with the exception of those points scored 'For' and 'Against' a team subsequently withdrawn from the Competition. Competition tables will be adjusted at the completion of the final round of competition matches to reflect this.

Matches won on forfeit will receive 2 competition points but no points 'For' and 'Against' will be recorded.

6. **Semi Finals:**

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.

7. 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.

8. All games to be played each season as determined by the Sydney Combined Competition Committee.

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

10. 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.

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



11. A team shall be allowed a maximum of 10 minutes without any prior confirmation before a forfeit can be called. **The 10 minutes shall commence at the scheduled starting time. The remaining 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.

12. Washout Policy –

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.

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.

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.

Referees appointments will be as per the original appointments.

“Host” clubs will open the ground and supply post pads and any large match day hardware that would normally be used at that venue.

Every effort will be made to keep kick off times as close to those originally posted as possible.

12.1 Two (2) competition points will be allocated to teams who have a bye during a competition round for all SCC competition matches, including those rounds of the competition that might be washed out. When an entire round of the competition is washed out, one (1) competition point will be allocated to all other teams.

F. FORFEITS

1. Forfeits must be notified to your District Secretary by 9am on the Saturday morning prior to the weekend match. Any forfeit after this time will attract a \$400 fine, payable by cheque to the District in which the match was scheduled to be played in. 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 from any fine may be split with either the hosting venue, or club that has been forfeited against, depending on the circumstances in each case.

Determination of such cases shall be at the discretion of the hosting district administrator.

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.



3. Teams who forfeit in the last four rounds of the Competition and are Final Series contenders must show cause to the Combined Competition Committee as to why they might be allowed to participate in the Finals Series.
4. Any team that forfeits a match in the last round of the competition will not be eligible to participate in the Semi / Finals Series of the SCC.
5. The Sydney Combined Competition Committee shall have full powers to rule ineligible any team considered to be acting in a manner detrimental to the proper conduct of the Sydney Combined Competition.
6. Forfeits – Teams who win on forfeit (receive WOF) will receive 2 competition points but no points 'for' or 'against' will be allocated.
7. Any team that has forfeited on three occasions during the season must show cause (to the Sydney Combined Competition Committee) as to why they should not be disqualified from the competition.

G. GROUND MANAGERS

Ground Managers will be responsible for setting up grounds for play, arranging an appropriate table for sign-on sheets, keeping of records and timekeepers. A team representative must sit at the table during their team's games. In Finals Series matches, District Officials will oversee the running of matches.

They are fully responsible for off-field control of matches, behaviour of Ball Persons, and enforcement of the NRL Code of Conduct, including in regard to spectator behaviour. They must ensure that all Forms (Sign-On-Sheets) are delivered to their respective Junior Leagues at the latest by the next general Meeting.

Must ensure that Send-Off charge sheets are properly completed and the appropriate copy given to the player involved. Ensure players registration card and copy of charge sheet is collected and given to the District Administrator. Please ensure all send-offs are notified to the Junior League Secretary / 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.

Are to issue a receipt for any video or DVD retained for Judiciary / Code of Conduct purposes.

All districts are to ensure a person from each team playing is wearing the **“Crowd Monitors” red vest**, and this person will act as instructed by the Ground Official to ensure team spectators act appropriately. **Matches are not to start until each team has appointed a crowd monitor.**

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.)



Ground Managers must email or fax the match “ground summary results” sheet to their respective Junior League Official before 6:00 pm on the day games are played or if permitted logged directly online.

<i>District</i>	<i>Name</i>	<i>Phone</i>	<i>Fax</i>	<i>Email</i>
St George	Cathy Crowe	0409 911 094	9596 4855	stginrleague@optusnet.com.au
St George	Mitchell Sim	0419 604 844	9587 3297	mitch111@ozemail.com.au
Balmain	Jennie Webster	0412 468 658	9715 6574	jwebster@weststigers.com.au
South Sydney	Tom Larkin	0419 213 060	9349 5749	tlarkin@thejuniors.com.au
South Sydney	Kris Gorman	9314 4271	9349 5749	kgorman@thejuniors.com.au
Canterbury Bankstown	Kevin Shanahan	9738 9911	9738 9922	shanahank@bulldogs.com.au
Canterbury Bankstown	Anne-Maree Poole	0411 380 849	9738 9922	poole_a@bulldogs.com.au
Western Suburbs	Julie Luke	4620 8030	4620 6865	westsjrl@bigpond.net.au

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

H. SIGN-ON SHEETS

All Clubs must use the Sydney Combined Competition Sign-on Sheets.
Home venues and their Ground Managers are to ensure Sign-on Sheets are available.

Players must be signed on as directed by Ground Manager and a minimum of fifteen minutes prior to scheduled start time.

A player may sign on to play at any stage during a match.

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.

A player who takes part in a match for a higher age group **must** state their registered age group on the sign-on sheet i.e. U/19 registered player playing up in the A Grade **must** state on the A Grade sign-on sheet he is an U/19 player.



All sin bins and send offs must be recorded on the sign on sheet and game day summary sheet.

Teams are permitted to return to dressing sheds after signing on and also at half time in matches.

Any player who participates (i.e. starting 13 or interchange player) in a higher grade e.g. NYC, NSW Cup, Ron Massey Shield; Sydney Shield shall NOT be permitted to return to play in the Sydney Combined Competition on that same weekend.

Any player who participates in the starting 13 in the Matthews Cup or SG Ball competitions shall NOT be permitted to return to play in the Sydney Combined Competition on that same weekend. (Should a team involved in the Finals Series of either Harold Matthews Cup or SG Ball Junior Representative 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).

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 Sydney Combined Competition Committee.

Clubs protesting under this Rule must lodge their protest before 5:00pm on the first business day following the match.

I. JUDICIARY

Players dismissed from the field will appear before the Sydney Combined Competition Judiciary. Hearings will take place **from 6.30pm** on the Wednesday night after each round of competition matches.

Venue:

Sports House,
Ken Brown Room # 2 (Entry via rear car park of the building)
6A Figtree Drive
Homebush NSW.

Judiciary rules and procedures are attached to this document.

Any video evidence presented in defence of the 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 Judiciary hearing, clearly marking the time of the incident on the video.

J. GATE SHEETS

Where matches are scheduled for Hurstville, Coogee and Mascot Ovals, WIN 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.



A gate sheet is available (a copy of which is in the forms section of this manual) 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.

K. BALL PERSONS

All teams are required to provide a ball boy. A \$50 fine will apply for non-compliance after referrals to District Executives. Ball persons are under the control of the Ground Manager whilst the game is in progress. They must wear covered shoes.

L. FOOTBALL BOOTS & KICKING TEES

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.

Kicking tees must be safe, soft and pliable. Tees must be immediately removed after a kick-off or penalty attempt by a Trainer only. The ball-boy may remove the tee after a conversion attempt.

M. FINES

The following fines are applicable in the combined competition during the 2013 season. A separate fee schedule is also attached to these 2013 Sydney Combined Competition Rules.

All fines 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 by cheque and sent through to the Competition Secretary c/- NSWRL, PO Box 533 Narrabeen NSW 2101.

Appeals, where appropriate, can be lodged after payment of the fine.

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

N. FINALS SERIES QUALIFICATION

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.

2. 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, unless prevented by injury (Proof Required) or lack of available games if late registration. **Please Note:** - This rule does not apply to a lower grade player playing up, provided he has played **Five (5)** games in his registered grade during the normal season.

3. Player eligibility to participate in the Finals Series will be based on the majority of games that the player participated in for a nominated team. IE if a player has played in 7 Holden Cup matches during a season, and 10 matches under 19's matches for his club team, he will be eligible to play Finals matches for his club team.

4. A player having played in a higher-grade match in the starting **13** of a Final Series is not eligible to compete in his own grade finals. However an interchange player may play in his own grade final series.

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

6. Any player who participates (i.e. starting 13 or interchange player) in a higher grade e.g. NYC, NSW Cup, Ron Massey Shield, Sydney Shield shall NOT be permitted to return to play in the SYDNEY COMBINED COMPETITION on that same weekend for finals, semi-finals or grand finals.

O. SIN BINNED PLAYERS

1. Sin bin time commences when the Referee signals the restart of play (International Rule).

2. Sin bin time is timed in accordance with actual playing time. Stoppages in play by referees will affect sin bin time.

3. The sin bin area is that allocated by the Ground Manager in an area designated, except at Hurstville Oval where the area is defined by the ground manager outside the enclosed playing area. 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.



P. CITINGS

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.

Q. APPEALS AND PROTESTS

All appeals and protests are subject to an application fee of \$500.00 which must be received by your local League administrator by 5.00pm on the day following the match / verdict that is being disputed.

If the Appeal is relating to a decision of the SCC Judiciary, or Code of Conduct Panel, please see the Judiciary section of this manual.

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.

Once an appeal / protest (other than an appeal against an SCC Judiciary or Conduct Panel verdict) has been lodged, the Sydney Combined Competition 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 policies of the NSWRL.

The committee will either:

- A) 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

- B) 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.

R. SPLIT ROUNDS

The split rounds for season 2013 are rounds 7, 5, 11, 9, 2, 6, 12, 8, 1, 10, 3, and 4.

S. VIDEOING OF MATCHES

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 Manager who shall issue a receipt for same.

T. COACHES, MANAGERS AND TRAINERS



Coaches' Managers and Trainers must at all times comply with any direction or instruction from 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.

Coaches' Managers and Trainers are not permitted to "call" out 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 NRL Code of Conduct.

Trainer's Guidelines

1.1 Each team is permitted a maximum of three trainers, with a maximum of two trainers allowed onto the field at any one time.

1.2 All Trainers must print their names on the sign on sheet prior to Kick Off.

1.3 All trainers must possess a minimum NRL League Safe Trainers Certificate. Each team **MUST** have at least **one FAO** accredited trainer.

A) Any First Aid certificate obtained outside the NRL system must be presented to the local Junior Rugby League for ratification before taking the field as a trainer.

1.4 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.

1.5 All Trainers must remain at the Official Table at all times. 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 or within the area of play.

1.6 At no times are trainers allowed to approach Referees or Touch Judges, except in the case of a serious injury.

1.7 Trainers can only enter the field of play when:

- A) A player is injured; or
- B) Down on one knee; or
- C) To administer water after a try has been scored, or the referee has called a stoppage in play (time out); or
- D) To retrieve a kicking tee; or
- E) To assist in the interchange of a player.

They must leave the field of play in a timely fashion (i.e. running).

1.8 League Safe trainers must not administer first aid or try to remove a player from the field who requires ambulance treatment.



No player is to be removed from the field by being carried by one or more persons unless under the direction and care of a suitably qualified person.

U. SITUATIONS NOT COVERED

Should any situation or matters arise, that are not covered in these rules, the matter shall be referred to the Sydney Combined Competition Committee for a decision, which shall be deemed be final.

The Sydney Combined Competition Committee reserves the right to alter these 2013 Playing rules as and when required by majority vote of the Sydney Combined Competition Committee.

