



RLCC LEAGUE TAG COMPETITION RULES



INTERCHANGE

- Up to a maximum of seventeen (17) players are allowed to participate in each match. This includes the starting eleven (11) and up to six (6) reserves.
- Unlimited interchange will apply for all competitions.
- Players entering the field must not already be wearing tags.
- Teams may only have the maximum number of players allowed to participate in each match, as outlined above, dressed for a match (i.e. where the maximum number of players is 17, a team cannot dress 18 players for a match).
- Any players coming from a lower division or age group must not take the field, nor participate in more game time, before an available player of the original team.
- In the event two or more teams from the same club are placed in the same competition, players will be required to be allocated to one team and are not permitted to participate in another.

TIME OFF/DRAWS

- General round games Only (not including final series)
- No time off will be allowed during regular season competition matches.
- Matches abandoned with less than the equivalent of one full half of match play being completed will be replayed at the first available scheduled Wash Out Round.
- Matches unable to commence for any unforeseeable reason, injury or extraordinary event, will be replayed at the first available scheduled Wash Out Round.
- If a match cannot be replayed, the result will be recorded as 0-0 with one (1) competition point awarded to each team.
- The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.
- A team shall be allowed a maximum of 15 minutes after a match's scheduled starting time to take the field without any prior confirmation of delay. After 15 minutes the match will be deemed a forfeit.
- The game times will remain as per a regular match despite the delay, with consideration around shortening half time break.
- See RLCC / NSWRL Community Rugby League Policies and Procedures Manual for more information.

MATCH DURATIONS

Female League Tag Competitions	
U14	2 x 20 mins
U16	2 x 20 mins
Open Age	2 x 20 mins

PLAYERS PLAYING UP

- All players are required to register with their primary club and fulfill their obligation with their natural age team before they can participate in an older age competition.
- A player is eligible to play up a single dual age group (i.e. an Under 14s player can play in the Under 16s competition) but cannot play up multiple dual age competitions (i.e. an Under 14s player cannot play Under 18s).
- All applications for a 16-year-old to play Open Age Ladies League Tag must be accompanied by a letter from a local NRL Game Development Officer, or an appropriate NSWRL appointed representative, as a minimum requirement that outlines the player's ability to take part in an age group three years above their natural age group.

MINIMUM / MAXIMUM NUMBER OF PLAYERS

Age Group	Min. Players On Field	Max. Players On Field
U14's	8	11
U16's	8	11
Open Age	8	11

In all competitions, once a team has the minimum number of players available to play, they MUST take the field.

SPORTS TRAINERS – NRL ON-FIELD POLICY

GROUND MANAGER MUST:

- Check minimum requirement for game (as per table below)
- Check Sports Trainers accreditation using MySideline
- Ensure Sports Trainer has signed the Sign on Sheet

IF THE MINIMUM REQUIREMENTS CANNOT BE MET THEN THE GAME CANNOT START

AGE	MINIMUM PERSONNEL FOR CONTACT RUGBY LEAGUE	MINIMUM PERSONNEL REQUIRED FOR LEAGUE TAG	MINIMUM ACCREDITATION REQUIRED
U6-U7	1 First Responder for up to 4 matches being played on an International Field	1 First Responder for up to 4 matches being played on an International Field	League First Aid, or NRL Level 1 Sports Trainer, or NRL Level 2 Sports Trainer
U8-U9	1 First Responder for up to 3 matches being played on an International Field	1 First Responder for up to 3 matches being played on an International Field	
U10-U12	1 First Responder for each MATCH	1 First Responder for each MATCH	
U13-U15	1 First Responder for each TEAM		
U16+	1 First Responder for each TEAM	1 First Responder for each TEAM	NRL Level 1 Sports Trainer, or NRL Level 2 Sports Trainer

HIA / CONCUSSION

- Any player that leaves the field with a suspected head injury is not allowed to retake the field under any circumstances.
- **HIA** must be written next to the players name on the Sign-on Sheet.
- Sports Trainer to complete the HIRRF Form in MySideline.

UNOFFICIAL TOUCHIE

Any parent or spectator who acts as an **UNOFFICIAL TOUCH JUDGE** should be informed that their only responsibility is to put their flag up and indicate the point where:

- The ball or a player crosses the sideline or,
- for a successful conversion. Must be wearing enclosed shoes.
- Minimum age is 14.

MATCH SHEETS

At the end of the game the **GROUND MANAGER** should ensure:

- Match Sheets have been completed correctly for ALL age groups.
- All Team Staff / Match Officials have signed the sheets.
- Scores match on both home and away sheets
- Any player removed from the field with a **SUSPECTED HEAD INJURY** is noted on the sign on sheet as **HIA**.
- Once Match Sheets are signed, they are deemed to be correct.
- Any discrepancies are to be brought to the attention of the opposing Manager & Ground Manager immediately.

NSWRL CLUB HUB



NSWRL POLICIES & DOCUMENTS



NRL LAWS OF THE GAME



MATCH OFFICIALS REPORT



GROUND MANAGERS REPORT - BBR

