



# RLCC JUNIOR Game Day Rules 2026



## Code of Conduct & Club Responsibilities

1. Clubs are to ensure all Players, Officials, Supporters & Members are educated on the RLCC Bylaws, Code of Conduct and the RLCC Tough Love in League Policy. Clubs are responsible for their Coaching staff & Spectators.

## Ground Managers & Venue Control

2. A minimum of one ground manager must be appointed per game being played (for example, where two fields are operating concurrently, two ground managers are required). Each club must also ensure an additional ground manager is positioned within the official timekeeping area to oversee the timekeepers and both player benches, with all match-related issues to be immediately directed to the ground manager; additional ground managers are recommended to manage spectator control and matters arising outside the official timekeeping area.
3. Ground Managers empowered to request removal of spectators who breach the RLCC Tough Love in League Policy and the Code of Conduct.
4. Ground Manager and Referee authority to abandon matches for safety, behaviour or medical reasons.
5. No spectators are allowed in the roped or fenced off area at any games. NO INJURED or SUSPENDED players are allowed to sit on the bench.
6. Anyone entering the roped off area on a field must be wearing fully enclosed shoes (sandals, slides, thongs and crocs are not permitted)

## Team Sheets, Identification & Sign-On

7. Clubs must provide managers with a printed team sheet from MySideline with the correct team members (both players & staff) allocated for the game. Under 10s to Under 12s – use U8-12s Single Team Sheet, under 13s to 17s – use International Single Team Sheet
8. U10's to U17's must be sighted at the official sign on table and it's a requirement for all players and team staff to have valid MySideline digital ID cards available on request.
9. Managers need to present the printed team sheet & players before half time of the game before to the official sign on table to be sighted by the hosting clubs Ground Manager and opposition Team Manager (this can't be done by an official of the opposing team alone.). Managers to have MySideline open and cards ready to be viewed. Players must be in number order. Players not part of the original team must be noted. Players photographs must be updated when re-registering in the U10's, 13's and 16's as per RLCC Junior Bylaws.

## Sports Trainers & Medical Requirements

10. Clubs MUST have the correct accredited Sports Trainers for each of their teams playing as per NRL On Field Policy. First Responder Sports Trainers (Green, Blue and Orange shirts) are not permitted to run water or messages to players and cannot perform the role of both a League Safe and Sports trainer. They can run water at a break in play i.e. after a try scored, injury. They may run the kicking tee.
11. Accredited Leaguesafe Trainers MUST wear a yellow LEAGUESAFE shirt/vest. They are not to linger on the field. They are to deliver messages, assist with interchanges & administer water as per the NRL On Field policy. A Mod trainer is not permitted to run water and messages during play when their team has the ball, this can only be done when time has been called off by the referee or there has been try scored. Only 1 x Leaguesafe trainer is allowed for mod league (12s) & 2 x Leaguesafe trainers for 13s up.

## **Coaches, Team Officials & Bench Roles**

12. A game must not commence unless all minimum team staff accreditation requirements are met in accordance with the NRL On Field Policy. This includes the presence of a suitably accredited coach and the required accredited sports trainer(s) for the relevant age group. Where these requirements are not satisfied, the Ground Manager in consultation with the Match Officials is to prevent the match from commencing until compliance is achieved.
13. Coaches CANNOT run water (act as a trainer). You cannot turn up to a game with just the coach. Likewise, you cannot turn up to a game with no qualified coach. The match cannot be played without a coach present.
14. Coaches & trainers must stay at their allocated bench area and be always seated, they are not permitted to walk the sideline. Trainers may only walk the sideline when completing an interchange. Any Team or Club officials not obeying this will receive one warning. A second breach will see the person removed to outside the roped area.
15. Instructions being called out from the bench are **not** permitted by anyone. Trainers are not allowed to call instructions from the sideline either. Any Team or Club officials not obeying this will receive one warning. A second breach will see the person removed to outside the roped area.
16. The appointed team coach and/or trainer cannot be changing positions and/or running the line to be a touch judge, where they are giving instructions
17. Maximum number of coaches, trainers, interchange players and managers permitted on the bench for junior competitions. NO INJURED or SUSPENDED players are allowed to sit on the bench. The maximum number as per by-law 24.3,
  - 2 x coaches (coach & assistant)
  - 6 x reserve players
  - 1 x first responder
  - League safe trainers (1 x Leaguesafe trainer is allowed for mod league (12s) & 2 x Leaguesafe trainers for 13s to U17's)
  - 1 x team manager (total per team is 12)
18. Team officials are not to approach a referee.

## **Touch Judges**

19. Clubs must provide touch judges and touch judges must be a minimum of 14 years of age or 2 years older than the team they are officiating

## **Tee Runners, Ball Persons & Water**

20. There is no yellow shirt Tee runner. Tee runner is only allowed to run the tee. Teams are encouraged to have ballboys. The tee runner can only deliver the tee and a drink for goal conversions only, the Leaguesafe trainer must retrieve the kicking tee from any penalty goal attempts and any restarts. The tee runner must be a minimum of 10 years of age

## **Interchange, Replacement & Playing Time**

21. Interchange players cannot take the field until the player they are replacing has come off the field & crossed the sideline.
22. Only 2 interchanges are permitted at any one time and only when in possession of the ball
23. Replacement rules apply the same as during the Competition, if you are confused about any, check NSWRL Policies & Procedures & RLCC Junior By-Laws online at [rlcc.org.au](http://rlcc.org.au) Players backing up from another age or division are not permitted to play before or more game time than a designated fit player of that team. A breach of this rule can result in an appeal and the win awarded to the opposing team.

## Match Scoring & Timing

24. All games conducted from the Under 10s to Under 17s age groups must be electronically scored using the official MySideline application, in accordance with the RLCC junior competition requirements. Clubs are responsible for ensuring that a suitably appointed official is available to record scores and game events in real time via MySideline for the duration of the match.
25. During junior competition matches, time off for injury will only apply in Under 17 games, at the discretion of the Referee
26. A junior competition game shall be deemed abandoned where the game has commenced but cannot be completed during the first half due to weather, safety concerns, serious injury, foul play, or other extraordinary circumstances as determined by the Match Officials and Ground Manager. Matches abandoned in the first half will be replayed at the next available washout round, while matches abandoned after half-time shall be deemed completed and the result recorded as the score at the point of abandonment.
27. Mercy rule, 60 points differential in ALL age groups. Coaches may decide to continue play after MERCY differential is reached, if it is safe to do so, but no further scores will be recorded. Both Coaches must agree for play to continue

## Incidents, Reporting & Judiciary

28. Players being sent off (not sin bin), or where an ambulance is required for an injured player, the Ground Manager or hosting Club Secretary should send a text notification through to RLCC Junior Chairperson.
29. Where there has been an incident involving club officials or spectators, clubs are required to send through a written report (Ground Manager's report) to RLCC within 2 days of the incident.
30. All competition matches may be subject to Match Review and Judiciary

## SIN BIN

When a player is SIN BINNED, they are required to sit out of the game for 10 minutes. When the player leaves the field, they should sit in a DESIGNATED PLACE that is not on their team's reserve bench but is in the vicinity of the scoring table. The **Ground Manager** should ensure that the player remains in their designated place behind the timekeeper's area (separate seat) for the entirety of their sin bin period. The player must not interact with the bench or spectators or shout out. The SIN BIN CLOCK should be started when the Referee signals time back on. Should the sin bin period extend over the half time break then the SIN BIN CLOCK should be stopped at half time and started again when play recommences. The player should be notified when there is one (1) minute remaining on their SIN BIN CLOCK. When the player retakes the field, they should do so in on ON-SIDE POSITION. The sin bin should be marked against the player on the SIGN ON SHEET.

## SEND OFF

When a player is SENT OFF, they are not able to take any further part in the game. The player should be directed to LEAVE THE ENCLOSED PLAYING FIELD and REMOVE THEIR PLAYING JERSEY immediately. The send-off should be marked against the player on the SIGN ON SHEET. The **Ground Manager** should ensure that the player DOES NOT RE-ENTER the enclosed playing field. The **Ground Manager** should also maintain harmony between any sent off players and their opposition when the game is finalised, and all players leave the enclosed playing field area.