

A stylized graphic of a wave in white and light blue, curling upwards from the bottom right towards the center. Inside the white part of the wave is a white oval containing three blue vertical lines, resembling a rugby ball.

RLCC

RUGBY LEAGUE CENTRAL COAST

2026 COMPETITION

BY-LAWS

Version 2.7 (Updated June 2026)

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RUGBY LEAGUE CENTRAL COAST COMPETITIONS BY-LAWS

This handbook incorporates the rules and By-Laws for all Rugby League Central Coast (RLCC) Competitions for the Clubs participating. The intent of these By-Laws is to cover rules that are specific to Rugby League Central Coast that are not covered in the NSWRL Policies & Procedures.

This document will be a 'living' document. It will see additions and changes as the seasons pass, when new policies and procedures are introduced, or existing ones are amended. As such, it is recommended not to print and instead access when required online.

These By-Laws should be read in conjunction with the [NSWRL Community Rugby League Policies and Procedures Manual](#) and the [Rugby League Central Coast Constitution](#).

Note: All correspondence regarding any RLCC Competition matter is to be directed through the NSWRL staff.

DEFINITIONS

Abandoned Match means a match that has commenced but cannot be completed due to weather, safety concerns, foul play, injury, or other circumstances as determined by RLCC and/or NSWRL.

Appeal means a formal request by a Club for a decision to be reviewed in accordance with the Appeals provisions of these By-Laws.

Bench Area means the designated sideline area allocated for players and Team Staff during a match.

Central Coast Roosters means the representative identity under which RLCC Junior Representative teams compete.

Clearance / Transfer means the formal approval process required for a Player to move from one Club to another in accordance with RLCC and NSWRL policies.

Club means an entity recognised and affiliated by Rugby League Central Coast and eligible to enter teams into RLCC competitions.

Competition means any rugby league competition organised, administered, or sanctioned by Rugby League Central Coast.

Development Player means a Player who has been selected in a Pathways Club Development Squad in an age group below the minimum age for participation in NSWRL representative competitions.

Division means a grading level within a competition age group.

Ground Manager means a person appointed to oversee match operations, compliance, and conduct at a venue.

International Age Competitions means age-based competitions played under International Laws of the Game, generally Under 13s and above.

Junior Competitions means all competitions designated as junior age groups under RLCC governance.

Match Official means a referee, touch judge, or other official appointed to officiate a match.

Modified Competitions means Mini and Mod age competitions played under modified Laws of the Game.

MySideline means the official NSWRL online registration and competition management system.

Natural Age Group means the age group determined by a Player's date of birth for the relevant season.

NSWRL means New South Wales Rugby League.

NRL means National Rugby League.

Permit means approval for a Player to participate with a secondary Club while remaining registered to their primary Club.

Player Points Index System (PPIS) means the NSWRL-administered system used to regulate player movement and team strength in applicable senior competitions.

Protest means a formal objection lodged by a Club regarding the application of competition rules.

Representative Player means a Player who has participated in recognised representative rugby league competitions within the applicable timeframes.

RLCC means Rugby League Central Coast.

RLCC Board or **Board** means the Board of Directors of Rugby League Central Coast.

Season means the calendar year during which RLCC competitions are conducted.

Senior Competitions means all competitions designated as senior age groups under RLCC governance.

Team means a group of Players registered and approved to participate together in a competition.

Team Staff means registered and accredited non-playing personnel including coaches, trainers, and managers.

Unqualified Player means a Player who participates in a match while ineligible under these By-Laws or applicable policies.

Washout Round means a scheduled round reserved for the replay of matches affected by weather or abandonment.

ADMINISTRATION

1. General

- 1.1 The Rugby League Central Coast Board of Directors (RLCC Board) shall govern the game of Rugby League on the Central Coast.
- 1.2 The RLCC Board may delegate the responsibility of making determinations regarding any competition matter to a respective subcommittee, comprised of representatives of whom will be selected and approved by the RLCC Board.
- 1.3 Honorariums shall be determined and set by the RLCC Board if/where applicable.
- 1.4 All Clubs are required to have meet minimum required attendance at all Meetings/Information Sessions/Major Events as set down by the RLCC Board. Fines shall be imposed to any club that fails to attend.

2. Team Nominations

- 2.1 Teams must nominate under a singular club entity. That is, separate teams cannot merge and play as a non-existent entity.
- 2.2 It is a requirement of the RLCC that any entity wishing to enter a team within an RLCC governed competition must provide an audited financial report from the previous season.
- 2.3 A club with an outstanding balance with NSWRL and/or RLCC will not be eligible to submit team nominations until such time as the remaining debt is paid and/or a payment plan is in place.
- 2.4 Clubs must submit team nominations to RLCC by a determined date and time prior to the commencement of the competition using the correct nomination form.
- 2.5 The RLCC, in collaboration with the NSWRL, reserve the right to add teams up until the completion of round three (3). Under exceptional circumstances, application for a team nomination after round three (3) may be submitted to the RLCC for consideration.
- 2.6 The RLCC reserve the right to place conditions of entry on all clubs wishing to nominate for any competition e.g. sponsorship requirements. These conditions will be outlined as part of the team nomination process. Any breaches of this condition may result in fines and/or loss of competition points.
- 2.7 The RLCC Board shall be entitled to refuse the entry application of any club to enter a competition at their discretion.
- 2.8 The RLCC Board shall be entitled to remove a club from a competition at their discretion.

3. Facilities

- 3.1 The RLCC, in collaboration with the NSWRL, reserves the right to deem a venue unfit to play and either move or postpone any matches if required.
- 3.2 It is to be noted that some local Community Rugby League venues have environments which may alter the rules of the game or bench/sin bin areas. These will be explained at each venue and are to be determined by the Ground Manager, Match Officials and NSWRL (approval is required from RLCC and NSWRL prior to commencement of season).
- 3.3 See [NRL League Preferred Facilities guidelines](#) for more information.

4. Trial Sanctioning

- 4.1 Requests for trials must be approved by NSWRL and RLCC via submission through the [NSWRL Event Sanctioning Form](#).
- 4.2 It is the responsibility of the host club to apply for sanctioning of their trials.
- 4.3 Requests for trials must be lodged at least fourteen (14) days prior to the scheduled time to allow for referee scheduling.
- 4.4 Clubs are encouraged to submit trial nominations at the beginning of the planning phase.
- 4.5 A trial will not be approved if the participating clubs have not registered a minimum number of registrations deemed required for the match/es to proceed. The minimum will generally be set as per the minimum number of players required to take the field as per the Laws of the Game.
- 4.6 Approval of trials will be dependent on referee and venue availability.
- 4.7 All trial matches must have team lists and match results submitted post-match to ensure compliance with the NSWRL Policies and Procedures and Laws of the Game.

5. Registrations

- 5.1 All players and team staff must register via MySideline with their participating club.
- 5.2 All returning players and team staff can participate as soon as registration is completed for the current season.
- 5.3 A player changing clubs cannot participate in any training, trials or competition matches until a clearance or permit has been fully approved within MySideline and the player has completed their registration with the new club.
- 5.4 A new player or team staff cannot participate in any competition until their pending registration has been approved by NSWRL.
 - 5.4.1 A pending registration will only be approved when it contains:
 - 5.4.1.1 An appropriate ID Photo.
 - 5.4.1.2 An ID verification document displaying Full Name and Date of Birth.
 - 5.4.1.3 Is not a duplicate of an existing profile.
 - 5.4.2 It is the responsibility of the club to notify NSWRL of any pending registrations that are ready for approval.

6. De-registration / Unassigning Players from a Team

- 6.1 If a player registers to a club and does not participate in any match, they may be de-registered.
- 6.2 A player cannot be de-registered from a club if they have participated in a match, however, they can be unassigned from that team. Players remain as registered participants for the remainder of the season.
- 6.3 All deregistration requests must be submitted prior to June 30th.

7. Accreditation Requirements

- 7.1 Coaches must hold an appropriate accreditation as per the NRL National Coach Accreditation Scheme.
- 7.2 Sports Trainers must hold the appropriate accreditation for the role and team age group under the NRL On-Field Policy.
- 7.3 Any team found to have participated in a match with an unaccredited team staff member may face fines, suspensions or loss of competition points as determined by RLCC and NSWRL.
- 7.4 Clubs will be reminded at regular intervals throughout the season of any volunteers that do not meet the requirements as outlined by the NRL up until June 30. After this date, Squad Management will be locked in MySideline and unaccredited team staff removed from their team squads.
- 7.5 At all times, the NRL On-Field Policy must be complied with and minimum accreditation requirements need to be met by all teams before games can commence.
- 7.6 All Sports Trainers must comply with all aspects of the NRL On-Field Policy and related concussion management policies and procedures.
- 7.7 At all times, all Team Staff must comply with the direction of the Ground Manager/s and Match Officials.
- 7.8 At all times, all Team Staff should abide by the requirements of the NRL National Code of Conduct.
- 7.9 Only registered and appropriately accredited Team Staff are permitted to be inside the playing area.

8. Video and Photography Policy

- 8.1. Any person, Club or Association wishing to take, make or record video footage or photographs must first seek and obtain the prior written permission of the RLCC and/or NSWRL.
- 8.2. It is Community Rugby League Policy to rely upon any video evidence which may have been captured either within the playing area or outside of the playing area for the purposes of any citings, match review or Code of Conduct matters. Should the League require a full unedited version of the video, that needs to be produced.
- 8.3. All clubs and teams must adhere to the NSWRL Video and Photography Policy. See [NSWRL Community Rugby League Policies and Procedures Manual](#) for more information.

9. On Field Playing Apparel (Uniforms)

- 9.1 All clubs and teams must adhere to the NSWRL Licensing Program. See [NSWRL Community Rugby League Policies and Procedures Manual](#) for more information.
- 9.2 All on field playing apparel will be reviewed and approved by RLCC and NSWRL.
- 9.3 When team colours clash, the away team should arrange to play in a different set of jerseys.
- 9.4 If a club intends on fielding more than one team in the same competition/division, the second team is required to wear an alternate club jersey design approved by RLCC.
- 9.5 All jerseys are to be clearly numbered with no duplicates.

10. RLCC Logo Placement and Usage

- 10.1 In order to participate in RLCC Competitions, on-field team apparel must include the RLCC logo as directed by the RLCC, along with the NSWRL logo.
- 10.2 The RLCC logo must be placed on the chest of the jersey, with the NSWRL logo to be placed on the left side lower hemline.
- 10.3 New RLCC sponsors that may come on board may have a requirement for logo placement on playing or off field apparel and as such clubs must adhere to the direction given anytime to them.
- 10.4 Fines and/or loss of competition points may apply for any breach of the RLCC Logo and Sponsorship requirements.

11. Competition Sponsorship

- 11.1 Clubs participating in the Rugby League Central Coast (RLCC) competitions must comply with the competition conditions of entry and sponsorship requirements.
- 11.2 RLCC retains full rights to all advertising on goal post pads. Clubs must display the post pads provided by RLCC at all competition games and venues where required.
- 11.3 Clubs must not display sponsorship from any competitors of RLCC's senior competition sponsor. This restriction applies to all forms of advertising, promotion and brand display, including but not limited to:
 - 11.3.1 RLCC competitions, games, and events.
 - 11.3.2 RLCC-affiliated locations and venues.
 - 11.3.3 Club uniforms, apparel, and merchandise.
 - 11.3.4 Digital and print media associated with RLCC competitions.
 - 11.3.5 Any other materials or promotional activities linked to RLCC.
- 11.4 Clubs must ensure that only RLCC-approved products are served at all RLCC-sanctioned games and events unless an exemption has been granted by RLCC.
- 11.5 Clubs must take all reasonable steps to ensure compliance with this policy, preventing unauthorised sponsorship displays or the sale of unauthorised products.
- 11.6 RLCC reserves the right to enforce penalties for non-compliance, including:
 - 11.6.1 Deduction of two (2) competition points and a \$500 fine for each game where players display unauthorised sponsorship.
 - 11.6.2 A \$500 fine for failing to display RLCC-provided post pads or wraps at home fixtures in the first instance.
 - 11.6.3 For repeat offences regarding post pads, a \$500 fine plus a deduction of two (2) competition points per team playing at the venue.
 - 11.6.4 Additional financial penalties, removal of non-compliant materials, or further disciplinary action as necessary to uphold sponsorship agreements.

12. Media Rights

- 12.1 Rugby League Central Coast (RLCC) retains exclusive rights to all media, including film, photography, and radio coverage, for all RLCC competitions and events.
- 12.2 Any club, individual, company, association, or media outlet seeking to film or record any RLCC competition or event must apply to RLCC for approval.
- 12.3 Approval is subject to RLCC's discretion, and applications are not automatically granted. Conditions may apply to any approval provided.
- 12.4 Clubs must take all reasonable steps to ensure full compliance with this policy, with breaches of this condition may result in fines and/or loss of competition points.

13. Draws and Times

- 13.1 An annual season calendar, outlining dates of regular season and finals series rounds, will be distributed to all participating Clubs prior to the commencement of the season.
- 13.2 Draws will be created and managed by NSWRL.
- 13.3 For Senior Fixtures, Clubs will be allocated matches of which they will be required to allocate times (deadlines will be set to ensure a forward draw is available).
 - 13.3.1 Once dates and times for fixtures have been allocated, any requests for change will be required to be received by NSWRL staff at least twenty-eight (28) days prior to the current fixture date.
- 13.4 For Junior Fixtures, venues and times will be allocated by NSWRL.
- 13.5 Junior fixtures shall not be played in conjunction with senior fixtures without prior approval from the RLCC and NSWRL.

14. Fines

- 14.1 RLCC and NSWRL are the only entities permitted to issue fines for Rules and By-Law's breaches for clubs/teams playing in RLCC Competitions.
- 14.2 For fines payable up to \$500, payment is payable within seven (7) days of receiving the Fine Invoice.
- 14.3 For fines in excess of \$500, payment is payable within thirty (30) days of receiving the Fine Invoice.
- 14.4 Non-payment will result in a forfeit by the offending team in the preceding competition match, and may result in the offending team being ineligible to play in any RLCC Finals series match.
- 14.5 See [NSWRL Community Rugby League Policies and Procedures Manual](#) in relation to fines schedule.

15. Appeals and Protests (Competition Related)

- 15.1 In relation to RLCC Competition rules, Protests can be lodged when a club believes the rules and/or procedures have not been adhered to.
- 15.2 Only Clubs can lodge appeals, not individuals.
- 15.3 If a Club wishes to lodge a Protest, a \$500.00 fee applies (payable to RLCC). If the Protest is upheld, the \$500.00 fee will be refunded to the club lodging the Protest.
- 15.4 All Protests should be in writing and addressed to the General Manager via email by 4.00pm on the Monday following the match.
- 15.5 In all finals series matches, a Protest will only be accepted if “intention to protest” is marked on the Official Match Sheet within 15 minutes of the completion of the match in question. The name of the Club and Team Official protesting must be included. Clubs will then need to outline the terms of the Protest as per 10.4.
- 15.6 The decision of a protest by the RLCC is final and binding and cannot be appealed against.

16. Code of Conduct and Judiciary Procedures

- 16.1 Clubs are responsible for the conduct of their players, parents or carers of players, coaches, officials and Club supporters.
- 16.2 All Judiciary, Code of Conduct and Appeal procedures are to be in line with [NSWRL Community Rugby League Policies and Procedures Manual](#) and [NRL Code of Conduct](#).
- 16.3 All RLCC Competition Code of Conduct and Judiciary incidents will be reviewed by the NSWRL Incident Review Committee.
- 16.4 The NSWRL Tough Love in League Policy will be implemented across all RLCC competitions. More information on the Tough Love in League Policy can be found within the [NSWRL Community Rugby League Policies and Procedures Manual](#).
- 16.5 Breaches of the NRL Code of Conduct and Tough Love in League Policy may result in penalties, including but not limited to:
 - 16.6.1 Suspension of a match.
 - 16.6.2 Termination of a match (including potential forfeiture of competition points).
 - 16.6.3 Monetary fines.
 - 16.6.4 Loss of Competition Points
 - 16.6.5 Suspension of a participant on a temporary or permanent basis.
 - 16.6.6 Suspension of a Team or Club on a temporary or permanent basis.
- 16.7 The above penalties may be in addition to any penalty which may be imposed by a Judiciary Panel.
- 16.8 All Judiciary or Code of Conduct Hearings will be conducted online via platforms such as Zoom or any other technology as required.

17. Representative Programs

- 17.1 Central Coast Roosters is the entity name for all Rugby League Central Coast Junior Representative Teams. Senior Representative teams will compete as Rugby League Central Coast.
- 17.2 Central Coast Roosters operate under the control of RLCC, in conjunction with the Sydney Roosters.
- 17.3 The RLCC Representative Committee will help oversee all Representative programs on the Central Coast, including the RISE program.
- 17.4 Junior Players will be invited to participate in organised open trials each year to be eligible for selection in the Central Coast Roosters representative teams. Players may also be identified through RLCC Junior competition rounds.
- 17.5 All Senior Players registered with Rugby League Central Coast in the previous season shall be available for selection in representative teams.
- 17.6 A Senior Player who, without prior approval from the Representative Committee, makes themselves unavailable for or withdraws from any representative team shall not be eligible to participate with any team for the number of matches equivalent to those missed during the representative season.
 - 17.6.1 A player may be granted an exemption if they are injured or ill, however a Doctor's Certificate will be required.
 - 17.6.2 A player may be granted an exemption on the basis of a family crisis. This must be in writing and a decision on the exemption will be made by the RLCC Representative Committee and RLCC Board.
- 17.7 Should a player be absent from training and/or a game without exemption, they may be removed from the squad immediately.

GAME DAY RULES

18. Ground Managers

- 18.1 Home clubs are responsible for appointing accredited Ground Managers to venues during matches.
 - 18.1.1 For senior fixtures, clubs will also be required to appoint security personnel commencing from 2027.
- 18.2 Where necessary, a team may be required to provide a Ground Manager for Away matches in the event of disciplinary issues.
- 18.3 Ground Managers are responsible for:
 - 18.3.1 Ensuring sign on processes are adhered to.
 - 18.3.2 Results sheets are filled in correctly and in a timely manner after each match.
 - 18.3.3 General control of matches in accordance with [NSWRL Community Rugby League Policies and Procedures Manual](#).
 - 18.3.4 Liaising with match officials.
 - 18.3.5 Enforcing correct trainer/manager/coach and spectator behaviour.
 - 18.3.6 Ensuring appropriate judiciary reports forms/sheets are available to the match officials and provided to all parties concerned in the event of an incident.
- 18.4 Ground Managers are required to be visible at all times during matches either at the officials table or on the sideline, wearing the NSWRL provided purple Ground Manager vest.
- 18.5 Ground Managers will be heavily involved in the enforcement of the NRL Code of Conduct for off-field concerns, in particular being aware of the RLCC Competition By-Laws and reporting of incidents.
- 18.6 RLCC Directors and Sub Committee members reserve the right to act as Ground Managers at any fixtures as required.

19. Sign on Sheets / Results Sheets

- 19.1 All teams in Under 10s competitions and above must use the relevant Team Sheet as generated by the MySideline database.
 - 19.1.1 Under 10s to Under 12s – use U8-12s Single Team Sheet
 - 19.1.2 Under 13s to First Grade – use International Single Team Sheet
- 19.2 Each team is required to supply their own Team Sheet for game day.
- 19.3 The Ground Manager will be responsible for ensuring sign on sheets have been completed and verified as correct in a timely manner.
- 19.4 Both teams are required to go through the same process when signing on (this isn't to be different between home and away teams).
- 19.5 A player may sign on at any time during a match.
- 19.6 If a player does not sign on, they will not be deemed to have played in that match for finals eligibility purposes.
- 19.7 A player who takes part in a different grade to their primary team is required to be assigned to the match via MySideline Manager before it is Finalised.
- 19.8 Each team manager is responsible for ensuring all players that participated in the match have been assigned to the Team List within MySideline Manager. This should be completed before the match is Finalised.
- 19.9 Each team manager is responsible for ensuring all team staff that participated in the match have been assigned to the Team List within MySideline Manager. This should be completed before the match is finalised.
- 19.10 Failure to accurately record player and team staff participation in a match may result in fines and/or forfeiture of the affected match. See Appendix for Fines Schedule.
- 19.11 All sin bins and send offs must be recorded on the team sheet and MySideline Manager.
- 19.12 The home team manager is responsible for ensuring final match results are entered via MySideline Manager.

20. Player / Team Staff Identification

- 20.1 A condition of RLCC Competitions is that a player or volunteer is not permitted to participate in a match without a digital player registration identification card being present.
- 20.2 Digital Cards must be available and reviewed by the Ground Manager prior to the commencement of any competition match with all players/team staff to sign on accordingly.
- 20.3 Any issues with player/team staff identification must be submitted to NSWRL prior to 11am Monday following the match.
- 20.4 Teams found not complying with any of the above rules may be deemed to have participated unqualified and may face fines and/or forfeit the match in line Fines and Fees of the [NSWRL Community Rugby League Policies and Procedures Manual](#).
- 20.5 In the event Identification is unavailable due to exceptional circumstances, NSWRL should be contacted. If the circumstances were unforeseeable and it can be proven that registration on MySideline with an appropriate identification photo exists, no further action will be taken.

21. First Aid / Sports Trainers

- 21.1 All trainers are required to comply with the NRL On Field Policy, including the performance of duties specific to their designated role, such as the provision of water to players and the management of on-field injuries.
- 21.2 As a minimum, a League Safe accreditation is required for any Team Staff to enter the field of play.
- 21.3 Each team must ensure that they have meet the minimum Sports Trainer requirements as per the NRL On Field Policy:
 - 21.3.1 Under 6s and 7s – 1 League First Aid or higher per 4 matches (1x International Field).
 - 21.3.2 Under 8s and 9s – 1 League First Aid or higher per 3 matches (1x International Field)
 - 21.3.3 Under 10s to 12s – 1 League First Aid or higher per match
 - 21.3.4 Under 13s to 15s – 1 League First Aid or higher per team
 - 21.3.5 Under 16s and above – 1 Level 1 Sports Trainer or higher per team
- 21.4 For any reason, if a team does not meet the minimum requirements as per the NRL On Field Policy, then the match must not commence.
 - 21.4.1 In Junior competitions (U5s to U17s), hosting clubs are to ensure they meet the minimum Sports Trainer requirement for each game. If a visiting team arrives with their own Sports Trainers, they can carry out the duty of Sports Trainer for their team.
- 21.5 Coaches and players cannot act as a trainer in any match.
- 21.6 Trainers must comply with any direction or instruction from the match officials or ground manager.
- 21.7 Trainers must not make argumentative, disparaging, derogatory or offensive comments to any Match Official or Ground Manager.
- 21.8 All trainers who enter the field of play must possess proof of accreditation (e.g. MySideline Digital Card) and have it available to the Ground Manager.
- 21.9 Trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player.

22. Head Injury and Concussion Management

- 22.1 See [NSWRL Community Rugby League Policies and Procedures Manual](#), the [NRL Concussion Policy and Management Guidelines](#) and the [NRL On-Field Policy](#).
- 22.2 All players suspected of suffering a concussion must complete a [Medical Clearance Form](#) before being allowed to return to full contact training or match play.
- 22.3 Additional information and resources can be found on the [Play Rugby League Concussion Hub](#).

23. Time Keeping

- 23.1 The home team, in conjunction with the away team if they so wish, will be responsible for the keeping of match time.
- 23.2 If the away team does not nominate anyone for this purpose, they must accept the timekeeping of the home team.
- 23.3 All decisions of the official timekeeper shall be final and not open to review or appeal, unless the RLCC determines so in collaboration with the NSWRL.
- 23.4 In all cases, the referee will be the sole judge of when play shall cease after the half-time or full-time siren has sounded.
- 23.5 The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

24. Team Benches

- 24.1 The home and away team benches must be located on the same side of the field of play.
- 24.2 Barracking, abuse, or any form of inappropriate conduct from the bench is strictly prohibited. This includes providing advice, commentary, or assistance to Match Officials regarding their performance or the manner in which they carry out their duties.
- 24.3 Only persons directly involved in the conduct of the match are permitted on the team bench. The maximum bench allocation is:
 - 24.3.1 Two (2) Coaches (One (1) Head Coach and One (1) Assistant Coach),
 - 24.3.2 Six (6) Reserve Players,
 - 24.3.3 Three (3) Trainers (One (1) First Responder, Two (2) LeagueSafes) with a requirement that each trainer is clearly identified with the appropriate coloured vest or shirt and hold the appropriate accreditation.
 - 24.3.4 One (1) Team Manager
 - 24.3.5 For Senior matches, one (1) Bench (Ground) Manager is also required.
- 24.4 A maximum of six (6) team staff are permitted on the bench at any one time, inclusive of the Team Manager who may be seated at the score table.
- 24.5 A suspended player is not permitted within the playing area or team bench area under any circumstances.
- 24.6 The Ground Manager may direct any person occupying the team bench to leave the area at any time.
- 24.7 Players and Team Staff must remain within their allocated bench area at all times, except when participating in approved warm-up activities.
- 24.8 No person other than the Ground Manager may approach or communicate with Match Officials.
- 24.9 Team Staff are not required to remain seated throughout the match; however, they must remain within the immediate vicinity of their allocated bench and must not enter or approach the field of play except where authorised by the Laws of the Game. Team

Staff should be seated when not actively performing their duties, such as managing interchanges.

24.10 Members of the general public are not permitted within the playing area under any circumstances.

25. Dismissed Players

Temporarily Dismissed Players (Sin Binned)

- 25.1 A player who is temporarily suspended (sin binned) must immediately retire from the playing field to the team's assigned dressing room or a designated area away from the team bench as allocated by the Grounds Manager until the period of temporary suspension has expired.
- 25.2 Time of suspension begins only when the referee restarts play or indicates time on (time is to be in accordance with actual playing time).
- 25.3 If more than one player is temporarily suspended in relation to the same incident, the period of temporary suspension commences at the same time and players will return to the field together.
- 25.4 When the temporary suspension expires, players must enter the field of play from an onside position.
- 25.5 Temporary suspension does not include time off and half time. The period of temporary suspension is the actual time that the ball is in play.
- 25.6 Periods of temporary suspension (sin bin) will be 10 minutes across all competitions.

Permanently Dismissed Players (Sent Off)

- 25.7 A player who is permanently dismissed (sent off) must immediately retire to the team's dressing room or an area outside of the playing area designated by the Ground Manager until they have changed out of their playing uniform.
- 25.8 After changing, the player must not re-enter the playing area under any circumstances and will be deemed as a spectator.
- 25.9 Ground Managers must ensure that any permanently dismissed players are made aware that a formal Notice of Charge will be issued the Tuesday following the match under the [NSWRL Community Rugby League Policies and Procedures Manual](#).

26. Washout Policy

- 26.1 Every effort will be made by RLCC and NSWRL to minimise the impact of wet weather on competitions. This may result in matches being moved to neutral venues, or replayed at a later date, in order to maximise game play.
- 26.2 Under extreme circumstances, the RLCC retain the right to abandon a round. On abandoned rounds, no matches will be sanctioned to take place under any circumstances.
- 26.3 Home Clubs are to decide whether their ground is unplayable **before 6:30am** on the day the game is set to be played. It is the responsibility of the home club official to notify the relevant RLCC Competition Chairperson and/or RLCC General Manager and the Secretary(s) of the travelling clubs immediately. Failure to abide by this timeframe may result in fines, issued at the discretion of the RLCC.
- 26.4 If grounds are unplayable, the RLCC Competition Committee Chairperson/RLCC General Manager shall notify the affected clubs and the RLCC Referee Operation & Appointments Manager (ROAM) by **7.00am** on the day the game was set to be played.
- 26.5 If 50% of venues are affected by weather before a round commences, the entire round will not proceed on that weekend. All matches will be rescheduled to the next available wet weather round.
- 26.6 Any matches that are unable to proceed will be rescheduled to be played at the first available washout round where available.
- 26.7 When allocating matches to a scheduled wash out round, rounds with the largest number of postponed matches shall take priority over rounds with lesser matches to be replayed.
- 26.8 RLCC retain the right to schedule mid-week fixtures for rounds partially affected by weather. Clubs participating in the affected match will be provided an opportunity to agree on the date of the rescheduled fixture, however if a mutually agreed date is not forthcoming within 14 days of the originally scheduled match, RLCC retain the right to schedule this match at their discretion. Any fixture so scheduled is compulsory, and a team that fails to fulfil the fixture on the appointed date shall be deemed to have forfeited the match.
 - 26.8.1 This provision is primarily in effect for Senior competitions, however may be applicable for Junior International Age competitions (13s and up) from time to time. RLCC will communicate any need to replay a fixture to a Junior club when applicable.
- 26.9 When an abandoned match affected by weather is scheduled to take place with 14 days of the Final series, and the match is unable to be rescheduled before Finals commence, RLCC retain the right to adjudicate the match as a Washout Draw.

- 26.10 In the event a round has commenced, and weather prevents the round from being completed and the affected matches cannot be rescheduled, any match not completed in that competition will receive a wash out draw (i.e. both teams will be allocated 1 competition point and draw recorded). Teams who have drawn a Bye for that round will receive 2 points.
- 26.11 Any game played in a round that is subsequently abandoned due to less than 50% of competition matches being played in any competition will count towards Finals Series Qualifications where applicable for any players that participated in those matches and count as a game served for any suspended participant that missed this match.
- 26.12 For the purposes of player qualifications, any match deemed a wash out draw will count towards both Finals Series Qualifications where applicable and count as a game served for any suspended participant.
- 26.13 Under extreme circumstances, the RLCC retain the right to extend the season when required. This will be done so in collaboration with NSWRL and the Clubs.

27. Cancellation / Postponement / Abandonment of Matches

Emergency Circumstances

- 27.1 Emergency circumstances may include any circumstances deemed to be an emergency by the RLCC, in collaboration with the NSWRL, or stipulated in the [NSWRL Community Rugby League Policies and Procedures Manual](#).
- 27.2 If any such occurrence arises, the procedure shall be as follows:
 - 27.2.1 In collaboration, the participating clubs, Match Officials and Ground Manager, shall make the final determination if the match will continue.
 - 27.2.2 If a match is to be delayed due to severe weather conditions, the Ground Manager, in conjunction with the Match Officials, will make a decision on the length of delay or cancellation.
 - 27.2.3 See [NSWRL Community Rugby League Policies and Procedures Manual](#) (Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play) for more information.

Ground Changes / Deferred Games

- 27.3 If a change to the original scheduled venue is required, it must first be approved by RLCC.
- 27.4 Any club requests for change are required to be received by NSWRL staff at least twenty-eight (28) days prior to the current fixture date.
- 27.5 Any mass changes due to unforeseeable ground unavailability are required to be finalised and communicated by 12pm on the Friday prior to the match (note: a small number of games may be moved in certain late notice circumstances due to unforeseeable reasons).
- 27.6 No venue changes will be accepted past this point in time.
- 27.7 It is the Hosting Club's responsibility to ensure that the NSWRL are notified of any abandoned matches that have occurred at the venue before 9am on the Monday following the match.

JUNIOR COMPETITIONS

28. Age Groups

28.1 Mixed Tag Development Competitions

28.1.1 Under 5s

28.1.2 Under 6s

28.2 Mixed Tackle Development Competitions

28.2.1 Under 7s (TackleReady program until June Long weekend)

28.2.2 Under 8s

28.2.3 Under 9s

28.2.4 Under 10s

28.2.5 Under 11s

28.2.6 Under 12s

28.3 Male Tackle

28.3.1 Under 13s

28.3.2 Under 14s

28.3.3 Under 15s

28.3.4 Under 16s

28.3.5 Under 17s

28.4 Female Tackle

28.4.1 Under 11s

28.4.2 Under 13s

28.4.3 Under 15s

28.4.4 Under 17s

29. Match Durations

29.1 Under 16s, 17s and 18s (Male and Female Tackle) 2 x 30-minute halves

29.2 Under 13s, 14s and 15s (Male and Female Tackle) 2 x 25-minute halves

29.3 Under 10s, 11s and 12s (Mixed and Female Tackle) 2 x 20-minute halves

29.4 Under 5s, 6s, 7s, 8s and 9s (Mixed Tackle) 4 x 8-minute quarters

29.5 Half-time in all competitions is 5 minutes whistle to whistle maximum.

30. Competition Points

30.1 No competition points will be awarded for competition age groups U5 to U12.

30.2 Competition points are awarded as follows:

30.2.1	Win	=	2 points (also for a team receiving a forfeit)
30.2.2	Draw	=	1 points
30.2.3	Loss	=	0 points (also for a team receiving a forfeit)
30.2.4	Bye	=	2 points
30.2.5	Abandoned	=	1 points (foul play abandonment excluded)

31. Most Successful Club

31.1. Club Championship Points shall be determined by:

31.1.1 Each team fielded by an individual Club within their respective Grade will earn the set amount of points as indicated by the table below:

Ladder Standing	Division 1	Division 2	Division 3
1 st	20	15	10
2 nd	19	14	9
3 rd	18	13	8
4 th	17	12	7
5 th	16	11	6
6 th	15	10	5
7 th	14	9	4
8 th	13	8	3
9 th	12	7	2
10 th	11	6	1

31.1.2 Additional points will also be accumulated based on the Grand Final results of each respective division:

	Division 1	Division 2	Division 3
Winner	12	9	6
Runner Up	10	7	4

32. Registrations

- 32.1 Players registering in the U10s, U13s and U16s are required to upload a new ID photo before the commencement of the season.
- 32.2 Once a club has reached capacity and closed their registrations for a certain age group, they must notify RLCC and NSWRL. Registrations for these age groups cannot be reopened without the consent of RLCC.
- 32.3 A transferring player shall not be registered unless they are a bona fide resident of the area that is administered by RLCC. Proof of residence and school/work enrolment will be requested by the RLCC and NSWRL. Accepted documents will be a copy of school enrolment or any player that is working will be required to provide a letter from their Employer. Secondary documents required by RLCC and NSWRL are Rental Agreements, Central Coast Council Rates notices, Utilities Bill or similar in the name of Parent/carer who has registered the player.
- 32.4 RLCC does not implement the NRL's 18-month Policy, Weight For Age or Medical Exemption across its competitions.

33. Junior Female Competition Conversions

- 33.1 For U13s Female Tackle, the position from which a conversion attempt will be taken will be:
 - 33.1.1 For a try scored between the touch line and a line 20 metres in-field from the touch line, the conversion attempt will be taken along the 20-metre line in-field from the touch line.
 - 33.1.2 For tries scored between the 20 metre lines inside each touch line, the conversion attempt will be taken in line with where the try was scored.

34. Modified Age Competitions

- 34.1 As per the Laws of the Game, each player is to participate in the team is to play a minimum of one unbroken half of a match.
- 34.2 As per the Laws of the Game, players will be required to rotate vests following each period of play. A player who has worn a vest and rotates with another player may not wear the vest again during the game.
- 34.3 Coaches found breaching the above rules may be charged under the NRL Code of Conduct e) Behaves in a way contrary to the Code of Conduct and/or the spirit of the game.
- 34.4 Clubs found breaching the above rules may be fined \$100 per instance.

35. Competition Naming Conventions

- 35.1 All Mini and Modified Age Competitions will be named after a Central Coast player that has progressed to play in the National Rugby League.
- 35.2 All International Age Competitions will be named after the age group and grading level.

36. Junior Competition Admission

- 36.1 There are to be no admission charges to any Junior competition fixtures, except for the finals series.
- 36.2 Entry fee to the Finals shall be determined by the RLCC Board.

37. Team Nominations

37.1 To nominate a team there is to be the minimum number registered as per minimum number to take the field, and a maximum number of registrations allowed per team:

Age Group	Minimum Registrations (Per Team)	Maximum Registrations (Per Team)
Minis (U5s – U7s)	4	11
Minis (U8s – U9s)	6	12
Mods (U10s – U11s)	8	17
U12s	11	20
Internationals (U13s – U15s)	9	20
Internationals (U16s – U17s)	9	22

37.1.1 Whilst Maximum squad limits are phased in, clubs with existing numbers above the allowable limits will be permitted to exceed these numbers. However, no transfers will be permitted unless they return under the allowable maximum registrations.

37.2 In Junior International Age competitions, where a club intends on nominating two or more teams within the same age group and division, a team list for both teams must be submitted on the Monday prior to Round 1. Players are prohibited from playing with the other team at any stage throughout the regular season and finals series.

37.3 Additional teams in Development Competition age groups (U5 to U12) can be accepted at any time.

37.4 Mini and Mod teams will be placed into competition pools with an even number of teams whenever possible to avoid the creation of byes and maximise participation opportunities.

37.5 Minis competitions and Under 10s will be divided into north and southern pools where possible to minimise travel requirements.

37.6 Registered players turning 5 in the current season must play U5s and can back up for U6s once they fulfil their commitment to their correct age group. Dispensation may be considered if a club does not have enough players for a U5s team.

37.7 Where a club intends on entering both Female Tackle and Mixed teams in the Under 10s, 11s & 12s age groups, each player must nominate which is their primary team. Females wishing to participate in the mixed competition will be required to fulfil their commitment to their nominated primary team as indicated on the Team Grading sheets submitted to RLCC before round 1 of the competition before backing up in their secondary team. A player will be deemed unqualified if they do not fulfil their commitment to their primary team.

37.8 At the discretion of the RLCC, clubs withdrawing any team after the confirmation date shall be fined a maximum amount of \$500.00 per team.

38. Player Clearances

Initial Transfer

- 38.1 The below Transfer Policy applies to all RLCC Junior competitions above the age of 10, inclusive of male tackle and female tackle.
- 38.2 Any Player who has previously registered to play rugby league for a Club in the previous two seasons, before the player trains or plays with any other clubs, must obtain transfer permission from the relevant Existing Club, the Existing Club's League and, if applicable, the New Club's League.
- 38.2.1 A player can only begin training with a club once the transfer has been fully approved and the player completes the destination club's registration form. Breaches of this rule may result in the suspensions or sanctions against the team staff and players involved.
- 38.3 All Players requesting a Clearance to transfer will be considered as transferring into another team within their 'natural' age group.
- 38.4 All clearances are to be actioned in chronological order of when they were received.
- 38.5 Clearances will not be actioned until the first business day after 1st February, allowing time for returning participants to fill team positions, as per the NSWRL Player Transfer Policy.
- 38.5.1 Clearances not bound by any of the above rules (i.e. Minis) will be actioned from registrations opening in line with the National Clearance Policy.
- 38.6 NSWRL may refuse to grant Transfer Permission for a player participating in an U10s competition or above in any of the following circumstances:
- 38.6.1 If two (2) or more Transfer Permissions have already been granted in respect of Players, who played in the same team for the same Club in the last Season of Community Rugby League, to move to the same New Club for the next Season.
- 38.6.2 If four (4) or more Transfer Permissions have already been granted in respect of Players, who played for any Club within the RLCC competitions in the last season of Community Rugby League, to move to the same age group in the same New Club for the next season.
- 38.6.3 The enforcement of these rules above are solely at the discretion of the exiting Club.
- 38.6.4 If four (4) or more Transfer Permissions have already been granted in respect of Players, who played for any Club outside of the RLCC in the last season of Community Rugby League, to move to the same New Club for the next season.
- 38.6.4.1 A player relocating from outside the RLCC boundaries will not be registered or approved for transfer unless they are a bona fide resident within the RLCC area and provide documentation confirming both residency and school/work enrolment. Proof of enrolment may include a school enrolment letter or, for working players, a letter from their employer (which must be Central Coast-based for transfers).

Acceptable secondary documents for residency include rental agreements, Central Coast Council rates notices, utility bills, or similar documents in the name of the parent/carer registering the player.

38.6.5 In summary, a club can only recruit a maximum of eight (8) players in a single age group via transfer:

38.6.5.1 Four (4) Internal Transfers from clubs participating within the Rugby League Central Coast competitions, with a maximum of two (2) player from the same club.

38.6.5.2 Four (4) External Transfers from outside the RLCC, also with a maximum of two (2) players from the same club.

38.6.6 If the Player has been registered in a Division 1 team or a team in a higher age group within any NSWRL Competition (this includes competitions with only one Division) at any time within the previous two (2) competition seasons, and where the Club which the Player intends on registering to play for qualified for the Division 1 Grand Final within the previous season.

38.6.6.1 In dual age group competitions, the Division 1 Grand Final restriction applies across both age groups comprising the competition. For example, a team that participated in the Under 15 Division 1 Grand Final in the previous season may not recruit players from either the Under 15 or Under 16 age groups in the current season.

38.6.7 If the Player is classified as a Representative Player or Development Player and, within the twenty-four (24) months immediately preceding the current competition season, has:

38.6.7.1 Participated in any level of recognised representative rugby league competition (including but not limited to Andrew Johns, Harold Matthews, Laurie Daley or Lisa Fiaola); or

38.6.7.2 Been selected in a Pathways Club Development Squad,
And the New Club with which the Player seeks to register already has a number of Representative Players and/or Development Players equal to or exceeding the League's Representative Quota.

38.6.7.3 The League's Representative/Development Squad Quota is four (4) players.

38.6.7.4 Any players selected in Representative Squads for the current season will be placed on a Quarantine list, and any transfer request for these players will not be actioned until after the representative season has been completed.

38.6.8 In the event a player transfers to a club outside of the RLCC boundaries, should they return within the proceeding two (2) year period, they shall not be subject to the above transfer rules if returning to their previous club. All rules will apply if intending to register with another RLCC club.

- 38.7 As well as the above, please refer to the Player Transfer Policy of the NSWRL Community Rugby League Policies and Procedures Manual for any additional Player Transfer rules and requirements.
- 38.8 It is the responsibility of the Destination Club to advise the applicant of the requirements in changing Clubs. RLCC may issue fines to any club that approves a transfer that breaches any of the RLCC or NSWRL Transfer Rules.
- 38.9 RLCC will issue fines to any Club that approves transfers outside the above RLCC and NSWRL Transfer Rules & Policies. Fines will be \$500 per incident. Clubs can only approve these transfers once a review or appeal to NSWRL & RLCC has been approved.
- 38.10 A Coach, Trainer, Manager or Official cannot “poach, suggest, encourage, coerce or influence” any player from another Club to join their team.
- 38.10.1 A Coach, Trainer, Manager or Official found to be conducting such activity will be charged under the NSWRL Code of Conduct.
- 38.10.2 Any person who makes a complaint in relation to poaching will be required to provide supporting evidence and attend any hearing conducted. Furthermore, any person who makes a complaint that is found to be groundless or frivolous may be called before the Conduct Review Panel on a charge of misconduct.
- 38.11 A player that has been approved to transfer clubs must only participate in the correct age competition for the current season. They will not be eligible for dispensation to play in a higher age competition unless approved by RLCC Junior Competition Committee where team has folded after transfer is completed.

Transfer Reviews

- 38.12 A Clearance Review application can be made for any transfer requests that breach any rules stated under this section. The League or NSWRL may grant a Transfer Permission or a Registration Permission which would otherwise breach this Policy in what it determines to be "Exceptional Circumstances". In all examples, applications for consideration of Exceptional Circumstances will be assessed in the context of the best interests of the Game. These considerations are intended for use in providing some flexibility in the limiting of Player movement in lower divisions rather than compromising the application of the Policy in Division 1 competitions.
- 38.13 If the exceptional circumstance involves any reference to Mental Health of the player, a mental health plan provided by a Mental Health professional such as a psychologist, psychiatrist or Mental Health Nurse (not a regular General Practitioner), must be provided. Said player will also require a medical certificate from said specialist declaring they are fit to return to play.
- 38.14 If the exceptional circumstance involves the relocation of a player, said player shall not be registered unless they meet the same criteria as a player relocating from outside the RLCC boundaries. To be considered an Unreasonable Distance, travel must be greater than 45 minutes from door to ground to participate in home games and training.
- 38.15 A player transferring due to their previous team folding within their age group will be allowed to transfer back to their previous club the following season if that club gets a team and will not be bound by the above Transfer Rules.

Transfer Appeals

- 38.16 Transfer Appeals will be heard by an Independent Panel selected by the RLCC Board.
- 38.17 A refundable appeal fee of \$500 must be paid before a Leave to Appeal Request can be heard.
- 38.18 For Leave to Appeal to be granted, an Appeal Request must outline one of the following:
- 38.18.1 There was an error in application of the transfer rules.
 - 38.18.2 There is now additional supporting evidence available that was not present at the time of the Transfer Review.
- 38.19 An appeal submission can take up to fourteen (14) days to be processed.
- 38.20 All decisions of the Appeals Committee shall be final and conclusive.

39. Playing Higher Grade Competitions

Major Competitions

- 39.1 Players who participate in any NSWRL Major Competition (e.g. Denton Cup) or Representative Competition (Jersey Flegg, NSW Cup, Harvey Norman), shall not be permitted to return and play in any RLCC Competitions on that same competition week, being Tuesday through to Monday.
- 39.2 Clubs found with players not complying with the above shall be deemed to have participated unqualified and may face fines, loss of competition points and/or forfeit the match in line with Section 1.5 Fines and Fees of the NSWRL Community Rugby League Policies and Procedures Manual.

Local Competitions

- 39.3 Once a player has participated in three (3) matches with a higher graded team within the same age group, that player will be locked in to playing the remainder of the season with the higher graded team unless granted written approval from the RLCC.
- 39.4 Any teams found breaching this will have the affected matches marked as forfeits and/or incur a loss of competition points.

40. Playing Higher Age Competitions

- 40.1 Participants in Under 5s to Under 12s are strongly encouraged to play in their natural age group. Exemptions may be granted for participants to play up one age group only. Exemptions in these age groups to play two years or more above their natural age groups will not be considered as per the Laws of the Game unless extremely exceptional circumstances exist – i.e. it can be proven that a player totally dominates a competition due to their size and strength in their natural age and the age above.
- 40.2 Registered players turning 5 in the current season must play U5s & can back up for U6s once they fulfil their commitment to their correct age group.
- 40.3 Players participating in competition age groups Under 13s to Under 18s can request to play in a higher age group under two provisions:
 - 40.3.1 Temporary Dispensation – which allows a player to fill in for a higher age team on a week-to-week basis as required.
 - 40.3.1.1 Players who have been granted approval to play in a higher age group on a temporary basis may play up to replace an injured or absent player of the existing team for a maximum of four (4) games only, after which they must apply for and gain written approval from the RLCC prior to participating in a fifth (5th) match.
 - 40.3.1.2 Requests for a player dispensation must be submitted by 5pm the Thursday prior to the day of the match. In extenuating circumstances, approval may be granted for late submissions beyond this timeframe.
 - 40.3.1.3 Players from an age group approved to play up on a temporary basis must not take the field before a healthy player of the original team and cannot enjoy more game time than a player of the original team.
 - 40.3.1.4 Players from a lower age group approved to play up can only participate in a competition division one (1) level lower than their correct age group's competition i.e., an Under 12 Division 1 player is only eligible to play in the Under 13 Division 1 and Under 13 Division 2 competitions.
 - 40.3.1.5 An application for Temporary Dispensation can be submitted after the player has taken the field, however, must be received by NSWRL before 9am on the Monday following the match.

40.3.2 Seasonal Dispensation – where a player is permitted to play up an age group on a permanent basis.

40.3.2.1 In instances where a seasonal dispensation application has been made for a player, the application must be forwarded to NSWRL for final approval to be granted by the RLCC Junior Committee before the player can take the field in the higher age group.

40.3.2.2 A player granted seasonal dispensation cannot return to their natural age team within the current season.

40.3.2.3 A player granted seasonal dispensation must be treated as a regular participant for the higher age team.

40.4 In Dual Age Group Competitions (Women's Tackle), if a player wishes to participate in an competition from an age group that is not within that dual age group (e.g. player turning 14 wishing to play in Under 16s (that includes Under 15s and Under 16s)) then only under exceptional circumstances can the player apply to play in the higher age group using the process for players playing two years above their natural age group. An example of an exceptional circumstance would be where a player would be required to travel in excess of 45 minutes door to ground for training and home matches.

40.4.1 In instances where an application has been made for a player to participate in matches two (2) years above their natural age group, the application must be forwarded to NSWRL for final approval before the player can take the field in the higher age group.

40.5 Clubs found with players not complying with any of the above rules set out in Section 12 shall be deemed to have participated unqualified and may face fines and/or forfeit the match in line with Section 1.5 Fines and Fees of the [NSWRL Community Rugby League Policies and Procedures Manual](#).

41. Playing Lower Age Competitions

41.1 Players are ineligible to apply to play down an age group in RLCC competitions.

42. Grading / Re-Grading

- 42.1 Grading of teams will be determined by the RLCC Junior Competition Sub Committee.
- 42.2 Previous season results and player movement will be taken into consideration.
- 42.3 As a guideline, the premiers and minor premiers from the previous season will be considered for promotion to the higher division. The bottom two placed teams will subsequently be considered for relegation down a division should they so choose.
- 42.4 Clubs will have the ability to nominate a division however, this will only be a recommendation and cannot be guaranteed.

International Age Competitions

- 42.5 The RLCC Junior Sub Committee will have the ability to move teams from their current division at any stage before the commencement of Round 4. All Teams, and in particular teams who have moved to a different Division from the previous season, will be monitored for possible regrading during the first three (3) games of the competition, taking into consideration the standard of opposition.
- 42.6 Once the regrade period has been completed, no further requests will be considered.
- 42.7 Any team that is regraded to a different division, their competition points will carry across along with for and against points.

Development Competitions

- 42.8 Minis competitions and Under 10s will be divided into north and southern pools where possible to minimise travel requirements.
- 42.9 Under 11s and Under 12s will be graded across all divisions.
 - 42.9.1 Results in these competitions will be monitored and regrading can occur at any point until the conclusion of the season.

43. Volunteer Touch Judges

- 43.1 In the absence of a Central Coast Rugby League Referee Association (CCRLRA) appointed official, each team is required to provide a Touch Judge for games from U10s upwards.
- 43.2 Games cannot commence until a Touch Judge is present.
- 43.3 It is the responsibility of the Teams Managers and hosting club Ground Managers to ensure Touch Judges are in place at the commencement of the game.
- 43.4 Volunteer Touch Judges must:
 - 43.4.1 Be a minimum age of 14 years old
 - 43.4.2 Wear enclosed shoes.
- 43.5 Volunteer Touch judges are responsible for signalling when a player/the ball has exited the field of play, and to assist with conversions.
- 43.6 Volunteer Touch Judges are not to communicate with players or Referees.

44. Match Deferments

- 44.1 Should a team be reduced to less than thirteen players due to representative commitments the club can apply in writing to the RLCC for a deferment.
- 44.2 For the purposes of this policy, a Representative match is any rugby league fixture under the governance of either the NSWRL or RLCC.
- 44.3 A deferment will only be granted after the numbers of registered players in that age group have been checked and it is confirmed that the match would be unable to proceed due to player unavailability.
- 44.4 If a deferment is granted, the RLCC will advise both clubs that the game is to be played (if practicable) within fourteen (14) days of the original date.
- 44.5 If the clubs cannot come to an agreement as to the time, date and venue, the RLCC will make the decision, which will be binding.
- 44.6 Where exceptional circumstances have prevailed, and upon written application from both clubs involved in a deferred match, the RLCC reserves the right to award one competition point for the match to each team.

45. Forfeits

- 45.1 It is the responsibility of the Club to notify an intention to forfeit in writing to their scheduled opponent Club and the NSWRL at the earliest opportunity.
- 45.2 Teams are required to provide notification of their intent to forfeit prior to 8:00pm on the Thursday before the weekend round of fixture.
- 45.3 Teams who forfeit after the stipulated time will be required to pay a forfeit fee of \$200.00. The forfeiting club will also be responsible for the payment of any referee's fees.
- 45.4 Any forfeit fines issued are payable to the RLCC within 7 days of the forfeit. If not paid the team will be forced to forfeit the following match.
- 45.5 The result for a forfeited match will be set at 60-0.
- 45.6 Any team that forfeits in the final three (3) rounds of the season and are final series contenders will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 45.7 Any team that forfeits two (2) times throughout the regular season will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 45.8 Any team that forfeits three (3) times throughout the regular season will be disqualified from the competition.
- 45.9 For finals eligibility purposes, all players listed in the Forfeit Receiving team's squad in MySideline will have the matches counted towards their participation.
- 45.10 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits and minimum player numbers.

46. Interchange

- 46.1 Up to a maximum of nineteen (19) players are allowed to participate in each match. This includes the starting thirteen (13) and up to six (6) reserves.
- 46.2 Unlimited interchange will apply for all competitions.
- 46.3 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 19, a team cannot dress 20 players for a match).
- 46.4 In International Age matches, 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.
- 46.5 In the event two or more teams from the same club are placed in the same competition in International Age competitions, players will be required to be allocated to one team and are not permitted to participate in another.

47. Time Off and Scheduled Time Delays

- 47.1 No time off will be allowed during regular season competition matches, except for U17s matches where time off is allowed for injury only at the discretion of the referee.
- 47.2 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.
- 47.3 Matches unable to commence for any unforeseeable reason, injury or extraordinary event, will be replayed at the first available scheduled Wash Out Round.
- 47.4 If a match cannot be replayed, the result will be recorded as 0-0 with one (1) competition point awarded to each team.
- 47.5 The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.
- 47.6 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.
- 47.7 The game times will remain as per a regular match despite the delay, with consideration around shortening half time break.
- 47.8 See [NSWRL Community Rugby League Policies and Procedures Manual](#) for more information.

48. Finals Series Structure

48.1 The format of the Competition Finals Series will be a four (4) team format played over three (3) consecutive weekends.

4 Team, 3 Week Format

Week 1

Game 1 (Qualifying Final) – 1st v 2nd

Game 2 (Elimination Final) – 3rd v 4th

Week 2

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

Week 4

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

48.2 A club with an outstanding balance with NSWRL and/or RLCC will not be eligible to have any team participate in any RLCC Finals Series matches until such time as the remaining debt is paid and/or a payment plan is in place.

48.3 At all Finals matches, the RLCC will provide Ground Managers to manage compliance on game day. Club appointed Ground Managers will only be required to manage crowd behaviour and not permitted to be inside the roped off playing area.

48.4 At all Finals matches, each participating team must provide an appropriately qualified First Responder (Sports Trainer) in line with the NRL On-Field Policy. Failure to comply will result in a forfeit by the offending team.

48.5 If teams are on equal points at the end of the competition regular season, For and Against points will determine final standings for all positions. If equal, most points For will determine placings followed by least points Against. If the same, then individual results of both teams playing each other will be taken into account.

48.6 Any team breaching Competition By-Laws in any final's series match, regardless of their position, may be disqualified from the Competition.

48.7 If a team withdraws from any competition or is disqualified from any final's series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

49. Loss of Time and Time Off (Finals)

- 49.1 In Semi-finals, Finals and Grand Finals, time off for injury will apply in all grades during all Finals at any time throughout the game as indicated by the Referee.
- 49.2 In the last 5 minutes of the Finals game, there is time out for all issues as indicated by the Referee.
- 49.3 Should thirty (30) continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the RLCC and may result in the match being forfeited), the game will be terminated and be replayed at a venue and time determined by the RLCC Board in collaboration with the NSWRL and the participating clubs.
- 49.4 In all finals series matches, all time off shall be allowed in both halves.

50. Drawn Matches and Extra Time (Finals)

- 50.1 In Semi-Final, Final and Grand Final matches, if scores are equal at the conclusion of normal time, then a period of golden point extra time will follow in the form of two 10-minute periods (straight turnaround).
- 50.2 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.
- 50.3 If no points are scored at the conclusion of the 10-minute periods, the first scoring team will be declared the winner.
- 50.4 If no points are scored at the conclusion of the 10-minute extra time periods, the team that finished higher on the ladder at the end of the competition season (refer to 46.4) will be declared the winner.

SENIOR COMPETITIONS

51. Age Groups

51.1 Male Tackle: Open Age

51.1.1 Comprised of First Grade, Reserve Grade and Open Grade.

51.1.2 Players must have turned seventeen (17) years of age before being allowed to play Senior International Open Age Rugby League.

51.2 Male Tackle: Under 19s

51.3 Female Tackle: Open Age

52. Match Durations and Times

52.1 First Grade Tackle 2 x 40-minute halves

52.2 Reserve Grade Tackle 2 x 35-minute halves

52.3 Open Age Tackle 2 x 30-minute halves

52.4 Under 19s 2 x 30-minute halves

52.5 Women's Tackle 2 x 30-minute halves

52.6 Half-time in all competitions is a maximum 10 minutes.

52.7 The standard kick off times for RLCC Competition matches are as follows:

52.7.1 First Grade: 3.05pm

52.7.2 Reserve Grade: 1.40pm

52.7.3 Women's Tackle: 12.25pm

52.7.4 Open Age: 11.10am

52.7.5 Under 19: 9.55am

53. Competition Points

53.1 Competition points are awarded as follows:

53.1.1 Win = 2 points (also for a team receiving a forfeit)

53.1.2 Draw = 1 points

53.1.3 Loss = 0 points (also for a team receiving a forfeit)

53.1.4 Bye = 2 points

53.1.5 Abandoned = 1 points (foul play abandonment excluded)

54. Club Championship Points

54.1 Club Championship Points shall be determined by multiplying the competition points accrued by each team fielded by an individual Club in any given Rugby League season by the points indicated below:

54.1.1 First Grade: 8 points

54.1.2 Reserve Grade: 6 points

54.1.3 Women's Tackle: 6 points

54.1.4 Open Age and Under 19's: 4 points

54.2 That in the event of a tie, a combined For and Against of all teams will be used to determine a winner.

54.3 If a tie still remains, joint Club Champions will be awarded.

54.4 Any club that has a team forfeit in any Competition will be ineligible for the Club Championship.

55. Open Age

55.1 In circumstances where a Club is only submitting an Open Age team, that club cannot sign any player who has played first grade or above in the previous two seasons unless said player will be 33 or over during the calendar year.

56. Female Tackle

56.1 The Minimum Age to participate in Open Age Female Tackle Competitions is 17.

56.2 The player must have turned 17 before they are to be eligible to participate in the Open Age Women's Tackle competition.

56.3 A 17-year-old player is required to register with a Junior club and fulfill their obligation with their natural age team before they can participate in a senior competition.

56.4 All applications for a 17-year-old to play Open Age Female Tackle must be accompanied by a letter from a local NRL Game Development Officer, or an appropriate NSWRL appointed representative, as a minimum requirement

57. Ground Security Requirements

- 57.1 During the 2026 senior competition season, clubs are strongly encouraged to appoint security personnel at all senior competition fixtures.
- 57.2 From the commencement of the 2027 senior competition season, it shall be mandatory for all senior clubs to engage suitably qualified and licensed security personnel at all senior competition fixtures.
- 57.3 The appointed security personnel must be present for the duration of the match and be responsible for managing crowd behaviour, ensuring the safety of participants, officials, and spectators and responding to any incidents in accordance with competition and venue policies.
- 57.4 This By-Law operates in addition to, and does not replace or override, any security, crowd control or patron management requirements imposed under applicable Liquor Licensing legislation, conditions of licence or venue-specific approvals.
- 57.5 Failure to comply with this by-law will result in sanctions as determined by RLCC, including but not limited to fines, loss of competition points, loss of home game allocations and/or other disciplinary action deemed appropriate.

58. Team Nominations

- 58.1 For a team to be eligible to participate in RLCC Senior Competitions, the club submitting the nomination must have an affiliate junior club as recognised by the RLCC Board.
- 58.2 New clubs in senior competitions must nominate under a singular club entity. That is, have one Board/Committee operating under one constitution.
- 58.3 For a Club to be designated by RLCC as a "Full Club" it must field at a minimum a First Grade team, a Reserve Grade team and one other team in senior competitions operated by RLCC.
- 58.4 Competition Draws will be generated for each season based upon the number of Full Clubs accepted into the competition.
- 58.5 In principle, any Club applying to field a First Grade team in the First Grade competition operated by RLCC in any particular Rugby League season must also apply to field a Reserve Grade team in the Reserve Grade competition operated by RLCC in the same Rugby League season.
- 58.6 In principle, any Club applying to field a Reserve Grade team in the Reserve Grade competition operated by RLCC in any particular Rugby League season must also field a First Grade team in the First Grade competition operated by RLCC in the same Rugby League season.
- 58.7 Clubs unable to satisfy the criteria for designation as a Full Club may seek admission to RLCC competitions. RLCC (in its absolute discretion) may accept or deny entry to any such Club into competition(s) operated by RLCC and make acceptance subject to any terms and/or conditions imposed by RLCC.
- 58.8 Clubs are unable to enter more than one team within any RLCC Senior competition.
- 58.9 In the event a Club (for any reason) voluntarily withdraws its First Grade or Reserve Grade team from the RLCC competition in any particular Rugby League season, or has its participation in the RLCC competition in any particular Rugby League season terminated by direction or order of RLCC, RLCC may by direction or order terminate such Club's participation in the all competitions operated by RLCC in the same season.
- 58.10 Any Club which notifies RLCC of its intention to withdraw a team from the RLCC competitions following a date to be determined by RLCC and notified to Clubs, in addition to such other sanction or conditions which may be imposed by RLCC shall incur the following fines:
 - 58.10.1 First Grade: Not exceeding than \$3,000.00
 - 58.10.2 All other grades: Not exceeding \$1,500.00.

59. External Competitions

- 59.1 Any RLCC Member Club wishing to enter a team in a Community Rugby League competition operated by any organisation other than RLCC must apply to RLCC on or before 1 November in the preceding year for permission to make such entry application.
- 59.2 RLCC obtain the right to place conditions of entry on any team being permitted to play in an external competition, including but not limited to squad limits, participation restrictions and/or requirements to fulfil local competitions before external permission is granted. Any conditions placed on a team will be communicated at time of acceptance.
- 59.3 That in the event RLCC withholds the permission, RLCC shall advise the Club in writing of the reasons for its decision.
- 59.4 Any permission granted to participate in external competitions shall not be continuing permission but shall only be given for the next Rugby League season and must be applied for annually.

60. Player Points Index System

- 60.1 All Clubs competing in RLCC First Grade and Reserve Grade competitions must do so in compliance with the provisions of the NSWRL Player Points Index System.
- 60.2 The Maximum Team Points Quota for each competition will be:
 - 60.2.1 First Grade competition – 100 points.
 - 60.2.2 Reserve Grade competition – 70 points.
 - 60.2.3 Scaling of points will be applied based upon ladder position in previous season.
- 60.3 Any player registering with a Club for the first time (including Under 19 players who may be registering with their senior club for the first time) must at the time of such registration complete the online PPIS Declaration in the form designated by RLCC.
- 60.4 Players transitioning from a Junior club without a direct Senior club affiliate will be categorised as 0 points. Once they participate with their new senior club in a senior competition, any further movement within the RLCC competition will see them categorised as an Internal Transfer.
- 60.5 Special Considerations for PPIS dispensation must be received by the Board prior to their scheduled January Board Meeting. No dispensations will be granted following this date.
- 60.6 Clubs are responsible for ensuring their nominated team does not breach the competition's PPIS cap. Fines and/or loss of competition points will apply to any teams found breaching this rule.
- 60.7 Except as otherwise provided herein, the RLCC Open Age, Women's Tackle and Under 19s competitions shall not be subject to the provisions of the NSWRL Player Points Index System but instead is bound by the Player Transfer Policy outlined within this document.

61. Player Transfer Policy

Clearances

- 61.1 The below Transfer Policy outlines the rules around Player Movement in relation to the RLCC Open Age, Women's Tackle and Under 19s competitions.
- 61.2 NSWRL may refuse to grant a Transfer Permission in any of the following circumstances:
 - 61.2.1 If two (2) or more Transfer Permissions have already been granted in respect of Players, who played in the same team for the same Club in the last Season of Community Rugby League, to move to the same New Club for the next Season.
 - 61.2.2 If four (4) or more Transfer Permissions have already been granted in respect of Players, who played for any Club within the League concerned in the last Season of Community Rugby League, to move to the same age group in the same New Club for the next Season.
 - 61.2.3 The enforcement of these above rules is solely at the discretion of the exiting Club.
 - 61.2.4 If a Male Player is classified as a Representative Player, that Player will not be granted a clearance to a New Club where that Club has already reached or exceeded the League's Representative Player quota, being a maximum of five (5) Representative Players.
 - 61.2.4.1 For the purposes of this By-Law, a Representative Player is defined in alignment with the NSWRL Player Points Index System (PPIS) Policy as a Player who satisfies one (1) of the following criteria within the preceding five (5) seasons:
 - 61.2.4.1.1 has participated in an aggregate of five (5) or more matches across any Junior Representative competitions, including but not limited to Andrew Johns Cup, Laurie Daley Cup, Harold Matthews Cup, SG Ball Cup; or
 - 61.2.4.1.2 has participated in one (1) or more matches in Senior Pathways competitions, including but not limited to Jersey Flegg Cup, NSW Cup, NRL.
 - 61.2.4.1.3 For the avoidance of doubt, a Male Player will be deemed to have participated in a match where they have taken the field in an official fixture of the relevant competition, as recorded within their MySideline registration profile.

- 61.2.5 If a Female Player is classified as a Representative Player, that Player will not be granted a clearance to a New Club where that Club has already reached or exceeded the League's Representative Player quota, being a maximum of six (6) Representative Players.
- 61.2.5.1 For the purposes of this By-Law, a Representative Player is defined in alignment with the NSWRL Player Points Index System (PPIS) Policy as a Player who satisfies one (1) of the following criteria within the preceding 24 months:
- 61.2.5.1.1 has participated in an aggregate of five (5) or more matches across any Junior Representative competitions, including but not limited to Lisa Fiaola Cup and Tarsha Gale Cup;
 - 61.2.5.1.2 has participated in one (1) or more matches in Senior Pathways competitions, including but not limited to NSW Women's Premiership or NRLW.
 - 61.2.5.1.3 For the avoidance of doubt, a Female Player will be deemed to have participated in a match where they have taken the field in an official fixture of the relevant competition, as recorded within their MySideline registration profile.
- 61.2.5.2 Notwithstanding clause 61.2.4 and 61.2.5, Junior Players progressing to Senior football within their designated RLCC Club pathway will be granted clearance approval, even where such approval results in the receiving Club exceeding the Representative Player quota.
- 61.2.6 Any Player selected in a Representative Squad will be placed on a quarantine list. Any clearance or transfer request for such Players will not be processed until the representative status can be determined in line with the above definition.

Transfer Review

- 61.3 A Transfer Review application can be made for any transfer requests that breach any rules stated above. A Clearance Review application must be made by the Destination Club and contain supporting documentation as evidence to support the reason for approval.
- 61.4 It is the responsibility of the Destination Club to advise the applicant of the requirements in changing Clubs.

Permits

- 61.5 A Player who holds a primary registration with another NSWRL Community Rugby League Club outside of RLCC shall not be eligible to apply for, or be granted, a permit to participate in any RLCC Senior Competition unless exceptional circumstances are demonstrated and approved by RLCC.
- 61.6 Any Player seeking to obtain a permit to participate in RLCC Senior Competitions from a NSWRL Pathways Competition must submit such application prior to 30th June of the relevant season.
- 61.6.1 This rule does not apply to Players progressing from RLCC Junior Competitions to RLCC Senior Competitions.

62. Player Higher Level Competitions

- 62.1 Players who participate in any NSWRL Major Competition (e.g. Denton Cup, Ron Massey) or Representative Competition (Jersey Flegg, NSW Cup, Harvey Norman), shall not be permitted to return and play in any RLCC Competitions on that same competition week, being Tuesday through to Monday.
- 62.2 Players who participate in any NSWRL Major Competition (e.g. Denton Cup, Ron Massey) or Representative Competition (Jersey Flegg, NSW Cup), shall not be permitted to return and play in the RLCC Reserve Grade Competition the following week.
- 62.3 Players who participate in any External Competitions (e.g. Newcastle U19s, NHRL Graded Competitions) deemed to be a higher level than a RLCC competition shall not be permitted to return and play in any RLCC Competitions on that same competition week, being Tuesday through to Monday. Determinations on whether a competition is graded at a higher level will be made by the Board and advised at time of approval for a RLCC club to participate in the external competition.
- 62.4 Any player who participates in any NSWRL Major Competition or Representative Competition will not be eligible to participate in the RLCC Open Age competition.
- 62.5 Any player who takes part in a Rugby League Central Coast (RLCC) First Grade competition match will be ineligible to play in the RLCC Open Age grade competition in the following week, if their First-Grade team has a scheduled bye round.
- 62.6 Clubs found with players not complying with the above shall be deemed to have participated unqualified and may face fines, loss of competition points and/or forfeit the match in line with Section 1.5 Fines and Fees of the NSWRL Community Rugby League Policies and Procedures Manual.

63. Forfeits

- 63.1 It is the responsibility of the Club to notify an intention to forfeit in writing to their scheduled opponent Club and the NSWRL at the earliest opportunity.
- 63.2 A club cannot forfeit a higher-graded team unless all lower-graded teams have already been forfeited. In the event of unavoidable forfeitures, the lowest-graded team must be forfeited first, ensuring that higher-graded teams remain prioritized for participation.
- 63.3 Teams that forfeit prior to 8:00pm on the Thursday before the weekend round of fixtures will be required to pay a forfeit fee of \$1000 for a First-Grade fixture and/or \$500 for any other RLCC competition.
- 63.4 Teams who forfeit after the stipulated time will be required to pay a forfeit fee of \$2000.00 for a First-Grade fixture and/or \$1000 for any other RLCC competition.
- 63.5 Any forfeit fines issued are payable to the RLCC within 7 days of the forfeit. If not paid the team will be forced to forfeit the following match. Proceeds will then be distributed to the clubs affected by the forfeit at the discretion of RLCC.
- 63.6 The result for a forfeited match will be set at 60-0.
- 63.7 In First Grade and Reserve Grade competitions, the forfeiting team will also be deducted two (2) competition points.
- 63.8 Any team that forfeits in the final three (3) rounds of the season and are final series contenders will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 63.9 Any team that forfeits two (2) times throughout the regular season will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 63.10 Any team that forfeits three (3) times throughout the regular season will be disqualified from the competition.
- 63.11 Any club that has a team forfeit a First Grade or Reserve Grade match during the RLCC competition season will be deemed ineligible for the Club Championships.
- 63.12 For finals eligibility purposes, all players listed in the Forfeit Receiving team's squad in MySideline will have the matches counted towards their participation.
- 63.13 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits (Section 3.8 Forfeits) and minimum player numbers (Section 4.24 Number of Players on the Field).

64. Interchange

Policy

- 64.1 Subject to the Rules of Rugby League, a team participating in RLCC Competition or Finals Series matches shall be permitted the following:
- 64.1.1 First Grade: No more than eight (8) interchanges of a maximum four (4) reserves.
 - 64.1.2 Reserve Grade: Unlimited interchanges of a maximum four (4) reserves.
 - 64.1.3 Open Age, Women's Tackle & Under 19: Unlimited interchanges of a maximum six (6) reserves.
- 64.2 Interchange officials shall be operational in all First Grade matches and only in Finals Series matches in all other grades.
- 64.3 Interchange Officials appointed by the ROAM (or his/her delegate) will utilize interchange cards under the Interchange provisions contained herein.
- 64.4 RLCC will provide each Club with a suite of interchange cards at the commencement of each season. These cards will comprise of standard interchange cards numbered one through eight, and an additional Free Interchange card.
- 64.5 RLCC may impose a fine not exceeding \$250.00 per match upon any Club which fails to present and/or make available to Match Officials its interchange cards for any RLCC competition or Finals Series match.
- 64.6 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).

Process (All Grades)

- 64.7 Interchanges may only occur during general play e.g.:
- 64.7.1 when the ball is in motion,
 - 64.7.2 after any scoring has been completed or
 - 64.7.3 if play has been temporarily suspended by the referee i.e. injury or caution.
- 64.8 A maximum of 2 interchanges may take place at any one time.
- 64.9 Interchanges must not be made after the referee has ordered a scrum, until the scrum has been completed, unless it is to replace a bleeding player and the referee has:
- 64.9.1 Signalled a stoppage in play.
 - 64.9.2 The trainer has first advised the referee that an interchange is to take place.
- 64.10 A player being replaced must have exited the field of play by crossing the touchline or dead ball line prior to their replacement taking the field of play.
- 64.11 Any player removed from the field for a suspected concussion/HIA cannot return to the field and must follow the NRL Return-To-Sport Protocols before returning to contact training and match play.

Variations For First Grade

- 64.12 In First Grade competition matches, the player coming on to the field must hand the interchange official the interchange card, and only when the interchange official has taken the card is the player permitted to take to the field of play.
- 64.13 If the player throws the card on the ground, they will be asked to come back and hand it to the official.
- 64.14 If the player does not comply, the Interchange Official will notify the Touch Judge, who will inform the Referee. The player will then be sent to the Sin Bin for an illegal interchange, and may face being charged with re-entering the field of play without the permission of the Referee or a Touch Judge
- 64.15 If a team elects to interchange a bleeding player, who leaves the field, this interchange will be included for the purposes of calculating the number of interchanges.
- 64.16 Any player removed from the field for a suspected concussion/HIA will be allowed to be interchanged without being counted as part of the number of allowable interchanges (free). This player must follow the NRL Return-To-Sport Protocols before returning to contact training and match play.
- 64.17 If a player is fouled by an opponent, who is then dismissed from the field or sin-binned, and the fouled player is caused to leave the field as a direct result of that incident, this interchange will not be included for the purposes of calculating the number of interchanges (free), provided that it is made without delay and by the time the referee has acted on the incident.
- 64.17.1 The phrase “caused to leave the field as a direct result of that incident” means without having taken any further part in the game after the incident before they leave the field. If play continues while the player is still out of play being treated, this does not negate access to a free interchange.
- 64.18 In addition to this, the next available interchange, after the foul play, will not be included for the purposes of calculating the number of interchanges (free); giving two free interchanges for the incident.
- 64.19 In situations where a player is being interchanged without counting towards the allowable interchange limit, the Interchange Official will display the Free Interchange card.
- 64.20 All other interchanges will be acknowledged using the appropriately numbered interchange card that relates to the number of interchanges used by that team within the match.

65. Time Off and Scheduled Time Delays

- 65.1 In the First Grade competition, time off is allowed for all circumstances at any stage during regular competition matches at the discretion of the referee.
- 65.2 In all other RLCC competitions, time off is allowed for all circumstances only during the final five (5) minutes of regular competition matches at the discretion of the referee.
- 65.3 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.
- 65.4 If a match cannot be replayed, the result will be recorded as 0-0 with one (1) competition point awarded to each team.
- 65.5 The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.
- 65.6 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.
- 65.7 The game times will remain as per a regular match despite the delay, with consideration around shortening half time break.
- 65.8 See [NSWRL Community Rugby League Policies and Procedures Manual](#) for more information.

66. Finals Series Structure

66.1 The format of the Competition Finals Series will be a four (4) team format played over three (3) consecutive weekends.

4 Team, 3 Week Format

Week 1

Game 1 (Qualifying Final) – 1st v 2nd

Game 2 (Elimination Final) – 3rd v 4th

Week 2

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

Week 4

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

66.2 A club with an outstanding balance with NSWRL and/or RLCC will not be eligible to have any team participate in any RLCC Finals Series matches until such time as the remaining debt is paid and/or a payment plan is in place.

66.3 At all Finals matches, the RLCC will provide Ground Managers to manage compliance on game day. Club appointed Ground Managers will only be required to manage crowd behaviour and not permitted to be inside the roped off playing area.

66.4 If teams are on equal points at the end of the competition regular season, For and Against points will determine final standings for all positions. If equal, most points For will determine placings followed by least points Against. If the same, then individual results of both teams playing each other will be taken into account.

66.5 Any team breaching Competition By-Laws in any final's series match, regardless of their position, may be disqualified from the Competition.

66.6 If a team withdraws from any competition or is disqualified from any final's series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

67. Finals Eligibility

- 67.1 The eligibility of a player to participate in any final series match (Semi Final, Final or Grand Final) will be determined based on the participants playing record on the completion of the regular rounds of competition.
- 67.2 In all competitions, the minimum number of matches required to qualify for a final's series will be four (4) with that team.
- 67.3 A player will qualify for finals in the team where they have played the majority of their matches during the regular season. If the majority of matches played are in a higher division, they may not play in a lower division. This is to include players who have participated in the Denton Cup Competition.
- 67.4 If matches played across competitions are even at the end of the regular season, the player will be eligible for both the higher and lower division.
- 67.5 In the event a Club has more than one team playing in Finals matches on the same day (or same weekend in the case of Week 1) and those teams are in directly descending grades, the Club shall be permitted to select its strongest teams. In this situation, a player who qualifies for the Finals in a higher grade may also play in the lower grades.
- Example 1:
- If a Club has teams participating in the First Grade, Reserve Grade and Open Age Finals, a player who qualifies for the Finals Series in First Grade shall be permitted to play in the Reserve Grade and Open Age Finals because such grades are directly descending.
- Example 2:
- If a Club has teams appearing in the First Grade and Open Age Finals, a player who qualifies for the Finals Series in First Grade can only play in the First Grade Finals because Open Age is not directly descending from First Grade.
- 67.6 In the case of a player not being able to play the required number of matches due to injury sustained during the season, such player may be permitted to take part in a play-off, semi-final, final or grand final provided:
- 67.6.1 A doctor's certificate must be available covering the time the player was unable to play.
- 67.6.2 The certificate must be received by the NSWRL no later than 5:00pm on the Wednesday prior to the last competition match.
- 67.7 If the player was registered late and there were limited matches available, then application can be made to the RLCC Board for review. NOTE: If there were sufficient available rounds remaining for a player to qualify, then an application on limited available rounds will be denied.
- 67.7.1 Applications must be received by the NSWRL no later than 5:00pm on the Wednesday prior to the last competition match.
- 67.8 No applications for Player Eligibility for Finals will be considered if received after the specified cut off time being 5:00pm on the Wednesday prior to the last competition match.

- 67.9 For Finals qualification purposes, matches forfeited by the opposition count towards the minimum regular competition matches required to qualify for the team RECEIVING the forfeit.
- 67.10 Playing unregistered or unqualified players in any Finals Series match will result in the match to be deemed a forfeit and the offending team being disqualified from the Finals with possible further breaches applied.
- 67.11 It is the responsibility of clubs to ensure that any player who participates in a final's series match has successfully met the minimum qualification requirements.

68. Loss of Time and Time Off (Finals)

First Grade

- 68.1 In the First Grade competition, time off is allowed for all circumstances at any stage during regular competition matches at the discretion of the referee.

All Other Grades

- 68.2 In Semi-finals, Finals and Grand Finals, time off for injury will apply in all grades during all Finals at any time throughout the game as indicated by the Referee.
- 68.3 Time off is allowed for all circumstances only during the final five (5) minutes of semi-final and preliminary final matches at the discretion of the referee.
- 68.4 Should thirty (30) continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the RLCC Board and may result in the match being forfeited), the game will be terminated and be replayed at a venue and time determined by the RLCC Board in collaboration with the NSWRL and the participating clubs.

69. Drawn Matches and Extra Time (Finals)

69.1 In Semi-Final and Grand Final matches, if scores are equal at the conclusion of normal time, the match will proceed into golden point extra time in the form of two periods (straight turnaround).

69.1.1 The first period of extra time will be ten (10) minutes in length.

69.1.2 The second period of extra time will be indefinite until such time as a result can be declared.

69.2 If a team scores a try or kicks a goal/field goal at any stage within this allocated extra time, the referee will terminate the game with the team scoring the points declared the winner.

70. Field Intrusion

70.1 Only the participating teams and their authorised team staff are permitted to enter the field of play during any Finals Series fixture, unless prior approval has been granted by the RLCC.

70.2 Any club whose members or supporters breach this rule will be subject to a fine of not less than \$1,000.

LEAGUE TAG COMPETITIONS

71. Age Groups

71.1 Under 14s

71.2 Under 16s

71.3 Under 18s

71.4 Open Age

71.4.1 The minimum age to participate in Open Age Blues Tag Competitions is 16. The player must have turned 16 before they are eligible to participate in the Open Age League Tag competition.

72. Match Durations and Times

72.1 All matches will be 2 x 20-minute halves.

72.2 Half time in all matches is a maximum of 5 minutes.

73. Competition Points

73.1 Competition points are awarded as follows:

73.1.1 Win = 2 points (also for a team receiving a forfeit)

73.1.2 Draw = 1 points

73.1.3 Loss = 0 points (also for a team receiving a forfeit)

73.1.4 Bye = 2 points

73.1.5 Abandoned = 1 points (foul play abandonment excluded)

74. Registrations

74.1 Girls playing both League Tag and Tackle will be required to play at the same club for both should that Club field teams in both competitions.

74.2 In situations where a club does not provide both, the intended participant shall be required to execute a Permit from their Tackle club to the LeagueTag club.

75. Junior Female Competition Conversions

75.1 For U14 Girls League Tag, the position from which a conversion attempt will be taken will be:

75.1.1 For a try scored between the touch line and a line 20 metres in-field from the touch line, the conversion attempt will be taken along the 20-metre line in-field from the touch line.

75.1.2 For tries scored between the 20 metre lines inside each touch line, the conversion attempt will be taken in line with where the try was scored.

76. Team Nominations

76.1 Ladies League Tag team squads will be restricted to a maximum of 20 players.

77. Player Clearances

Initial Transfer

- 77.1 Any Player who has previously registered to play league tag for a Club in the previous two seasons, before the player trains or plays with any other clubs, must obtain transfer permission from the relevant Existing Club, the Existing Club's League and, if applicable, the New Club's League.
- 77.1.1 A player can only begin training with a club once the transfer has been fully approved and the player completes the destination club's registration form. Breaches of this rule may result in the suspensions or sanctions against the team staff and players involved.
- 77.2 All Players requesting a Clearance to transfer will be considered as transferring into another team within their 'natural' age group.
- 77.3 All clearances are to be actioned in chronological order of when they were received.
- 77.4 Clearances will not be actioned until the first business day after 1st February, allowing time for returning participants to fill team positions, as per the NSWRL Player Transfer Policy.
- 77.5 NSWRL may refuse to grant Transfer Permission in any of the following circumstances:
- 77.5.1 If two (2) or more Transfer Permissions have already been granted in respect of Players, who played in the same team for the same Club in the last Season of Community Rugby League, to move to the same New Club for the next Season.
- 77.5.2 If four (4) or more Transfer Permissions have already been granted in respect of Players, who played for any Club within the RLCC competitions in the last season of Community Rugby League, to move to the same age group in the same New Club for the next season.
- 77.5.3 The enforcement of these rules above are solely at the discretion of the exiting Club.
- 77.5.4 If four (4) or more Transfer Permissions have already been granted in respect of Players, who played for any Club outside of the RLCC in the last season of Community Rugby League, to move to the same New Club for the next season.
- 77.5.4.1 A player relocating from outside the RLCC boundaries will not be registered or approved for transfer unless they are a bona fide resident within the RLCC area and provide documentation confirming both residency and school/work enrolment. Proof of enrolment may include a school enrolment letter or, for working players, a letter from their employer (which must be Central Coast-based for transfers). Acceptable secondary documents for residency include rental agreements, Central Coast Council rates notices, utility bills, or similar documents in the name of the parent/carer registering the player.
- 77.5.5 In summary, a club can only recruit a maximum of eight (8) players in a single age group via transfer:

- 77.5.5.1 Four (4) Internal Transfers from clubs participating within the Rugby League Central Coast competitions, with a maximum of two (2) player from the same club.
- 77.5.5.2 Four (4) External Transfers from outside the RLCC, also with a maximum of two (2) players from the same club.
- 77.5.6 If the Player has been registered in a Division 1 team or a team in a higher age group within any NSWRL Competition (this includes competitions with only one Division) at any time within the previous two (2) competition seasons, and where the Club which the Player intends on registering to play for qualified for the Division 1 Grand Final within the previous season.
 - 77.5.6.1 In dual age group competitions, the Division 1 Grand Final restriction applies across both age groups comprising the competition. For example, a team that participated in the Under 15 Division 1 Grand Final in the previous season may not recruit players from either the Under 15 or Under 16 age groups in the current season.
- 77.5.7 In the event a player transfers to a club outside of the RLCC boundaries, should they return with the proceeding two (2) year period, they shall not be subject to the above transfer rules if returning to their previous club. All rules will apply if intending to register with another RLCC club.
- 77.6 It is the responsibility of the Destination Club to advise the applicant of the requirements in changing Clubs. RLCC may issue fines to any club that approves a transfer that breaches any of the RLCC or NSWRL Transfer Rules.
- 77.7 RLCC will issue fines to any Club that approves transfers outside the above RLCC and NSWRL Transfer Rules & Policies. Fines will be \$500 per incident. Clubs can only approve these transfers once a review or appeal to NSWRL & RLCC has been approved.
- 77.8 A Coach, Trainer, Manager or Official cannot “poach, suggest, encourage, coerce or influence” any player from another Club to join their team.
 - 77.8.1 A Coach, Trainer, Manager or Official found to be conducting such activity will be charged under the NSWRL Code of Conduct.
 - 77.8.2 Any person who makes a complaint in relation to poaching will be required to provide supporting evidence and attend any hearing conducted. Furthermore, any person who makes a complaint that is found to be groundless or frivolous may be called before the Conduct Review Panel on a charge of misconduct.
- 77.9 A player that has been approved to transfer clubs must only participate in the correct age competition for the current season. They will not be eligible for dispensation to play in a higher age competition unless approved by RLCC where their team has folded after transfer is completed.

Transfer Reviews

- 77.10 A Transfer Review application can be made for any transfer requests that breach any rules stated under this section. The League or NSWRL may grant a Transfer Permission or a Registration Permission which would otherwise breach this Policy in what it determines to be “Exceptional Circumstances”. In all examples, applications for consideration of Exceptional Circumstances will be assessed in the context of the best interests of the Game. These considerations are intended for use in providing some flexibility in the limiting of Player movement in lower divisions rather than compromising the application of the Policy in Division 1 competitions.
- 77.11 If the exceptional circumstance involves any reference to Mental Health of the player, a mental health plan provided by a Mental Health professional such as a psychologist, psychiatrist or Mental Health Nurse (not a regular General Practitioner), must be provided. Said player will also require a medical certificate from said specialist declaring they are fit to return to play.
- 77.12 If the exceptional circumstance involves the relocation of a player, said player shall not be registered unless they meet the same criteria as a player relocating from outside the RLCC boundaries. To be considered an Unreasonable Distance, travel must be greater than 45 minutes from door to ground to participate in home games and training.
- 77.13 A player transferring due to their previous team folding within their age group will be allowed to transfer back to their previous club the following season if that club gets a team and will not be bound by the above Transfer Rules.

Transfer Appeals

- 77.14 Transfer Appeals will be heard by an Independent Panel selected by the RLCC Board.
- 77.15 A refundable appeal fee of \$500 must be paid before a Leave to Appeal Request can be heard.
- 77.16 For Leave to Appeal to be granted, an Appeal Request must outline one of the following:
- 77.16.1 There was an error in application of the transfer rules.
 - 77.16.2 There is now additional supporting evidence available that was not present at the time of the Transfer Review.
- 77.17 An appeal submission can take up to fourteen (14) days to be processed.
- 77.18 All decisions of the Appeals Committee shall be final and conclusive.

78. Playing Higher Age Competitions

- 78.1 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.
- 78.2 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).
- 78.3 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.

79. Playing Higher Grade Competitions

- 79.1 Once a player has participated in three (3) matches with a higher graded team within the same age group, that player will be locked in to playing the remainder of the season with the higher graded team unless granted written approval from the RLCC.
- 79.2 Any teams found breaching this will have the affected matches marked as forfeits and/or incur a loss of competition points.

80. Grading / Re-Grading

Initial Grading

- 80.1 Grading of teams will be determined by the RLCC.
- 80.2 Previous season results and player movement will be taken into consideration.
- 80.3 As a guideline, the premiers and minor premiers from the previous season will be considered for promotion to the higher division. The bottom two placed teams will subsequently be considered for relegation down a division should they so choose.
- 80.4 Clubs will have the ability to nominate a division however, this will only be a recommendation and cannot be guaranteed.

Regrading

- 80.5 The RLCC will have the ability to move teams from their current division at any stage before the commencement of Round 4. All Teams, and in particular teams who have moved to a different Division from the previous season, will be monitored for possible regrading during the first three (3) games of the competition, taking into consideration the standard of opposition.
- 80.6 Once the regrade period has been completed, no further requests will be considered.
- 80.7 Any team that is regraded to a different division, their competition points will carry across along with for and against points.

81. Forfeits

- 81.1 It is the responsibility of the Club to notify an intention to forfeit in writing to their scheduled opponent Club and the NSWRL at the earliest opportunity.
- 81.2 A club cannot forfeit a higher-graded team unless all lower-graded teams have already been forfeited. In the event of unavoidable forfeitures, the lowest-graded team must be forfeited first, ensuring that higher-graded teams remain prioritized for participation.
- 81.3 Teams are required to provide notification of their intent to forfeit prior to 8:00pm on the Thursday before the weekend round of fixture.
- 81.4 Teams who forfeit after the stipulated time will be required to pay a forfeit fee of \$200.00. The forfeiting club will also be responsible for the payment of any referee's fees if applicable.
- 81.5 Any forfeit fines issued are payable to the RLCC within 7 days of the forfeit. If not paid the team will be forced to forfeit the following match.
- 81.6 The result for a forfeited match will be set at 60-0.
- 81.7 Any team that forfeits in the final three (3) rounds of the season and are final series contenders will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 81.8 Any team that forfeits two (2) times throughout the regular season will need to show cause to the RLCC Board as to why they should not be disqualified from the competition.
- 81.9 Any team that forfeits three (3) times throughout the regular season will be disqualified from the competition.
- 81.10 For finals eligibility purposes, all players listed in the Forfeit Receiving team's squad in MySideline will have the matches counted towards their participation.
- 81.11 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits and minimum player numbers.

82. Interchange

- 82.1 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.
- 82.2 Unlimited interchange will apply for all competitions.
- 82.3 Players entering the field must not already be wearing tags.
- 82.4 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 19, a team cannot dress 20 players for a match).
- 82.5 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.
- 82.6 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.

83. Time Off and Scheduled Time Delays

- 83.1 No time off will be allowed during regular season competition matches.
- 83.2 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.
- 83.3 Matches unable to commence for any unforeseeable reason, injury or extraordinary event, will be replayed at the first available scheduled Wash Out Round.
- 83.4 If a match cannot be replayed, the result will be recorded as 0-0 with one (1) competition point awarded to each team.
- 83.5 The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment.
- 83.6 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.
- 83.7 The game times will remain as per a regular match despite the delay, with consideration around shortening half time break.
- 83.8 See [NSWRL Community Rugby League Policies and Procedures Manual](#) for more information.

84. Finals Series Structure

84.1 The format of the Competition Finals Series will be a four (4) team format played over three (3) consecutive weekends.

4 Team, 3 Week Format

Week 1

Game 1 (Qualifying Final) – 1st v 2nd

Game 2 (Elimination Final) – 3rd v 4th

Week 2

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

Week 4

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

84.2 A club with an outstanding balance with NSWRL and/or RLCC will not be eligible to have any team participate in any RLCC Finals Series matches until such time as the remaining debt is paid and/or a payment plan is in place.

84.3 At all Finals matches, the RLCC will provide Ground Managers to manage compliance on game day. Club appointed Ground Managers will only be required to manage crowd behaviour and not permitted to be inside the roped off playing area.

84.4 At all Finals matches, each participating team must provide an appropriately qualified First Responder (Sports Trainer) in line with the NRL On-Field Policy. Failure to comply will result in a forfeit by the offending team.

84.5 If teams are on equal points at the end of the competition regular season, For and Against points will determine final standings for all positions. If equal, most points For will determine placings followed by least points Against. If the same, then individual results of both teams playing each other will be taken into account.

84.6 Any team breaching Competition By-Laws in any final's series match, regardless of their position, may be disqualified from the Competition.

84.7 If a team withdraws from any competition or is disqualified from any final's series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

85. Loss of Time and Time Off (Finals)

- 85.1 In Semi-finals, Finals and Grand Finals, time off for injury will apply in all competitions during all Finals at any time throughout the game as indicated by the Referee.
- 85.2 In the last 5 minutes of the Finals game, there is time out for all issues as indicated by the Referee.
- 85.3 Should thirty (30) continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the RLCC and may result in the match being forfeited), the game will be terminated and be replayed at a venue and time determined by the RLCC Board in collaboration with the NSWRL and the participating clubs.
- 85.4 In all finals series matches, all time off shall be allowed in both halves.

86. Drawn Matches and Extra Time (Finals)

- 86.1 In Semi-Final, Final and Grand Final matches, if scores are equal at the conclusion of normal time, then a period of golden point extra time will follow in the form of two 10-minute periods (straight turnaround).
- 86.2 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.
- 86.3 If no points are scored at the conclusion of the 10-minute periods, the first scoring team will be declared the winner.
- 86.4 If no points are scored at the conclusion of the 10-minute extra time periods, the team that finished higher on the ladder at the end of the competition season (refer to 46.4) will be declared the winner.

SITUATIONS NOT COVERED

87. Determinations

- 87.1 The RLCC determination shall be final should any situation arise that is not covered under these rules.
- 87.2 The RLCC retain the right to make adjustments to these Competition By-Laws at any time throughout the competition season as required.

APPENDICES

Appendix 1

Breach of Conditions to Team Entry Fines

First Offence	Minimum of \$500
Second Offence	Minimum of \$1000
Third Offence	Removal from the competition

Appendix 2

Missing Match Data Entry Fines Scheduled

First Offence	Warning
Second Offence	\$100
Third Offence	\$200
Subsequent Offences	Any continued offences will result in the fine amount continuing to double in reference to the prior indiscretion, as well as a potential loss to the offending team.

Appendix 3

RLCC Fines Schedule

Compulsory Meeting Attendance	\$100	
Teams failing to take the field within 3 minutes	\$250	
Derogatory comments in program or media	\$1000	
Forfeit (1 st Grade)	Notified: \$1000	Late: \$2000
Forfeit (Lower Senior Grade)	Notified: \$500	Late: \$1000
Late Forfeit (Juniors)	\$200 + payable referee's fees	
Match Sheets to Division	\$200	
More than 17 players on match sheet	\$250	
Unqualified players	\$50	
Playing Under another Name	\$2500	
Representative Training	\$150	
Incorrect jersey number in program	\$50	
Non-compliant Team List submitted in Program	\$100	
Breach of PPIS	\$500 per point over cap	
Altering match sheets	\$500	
No Interchange cards	\$200	
Failure to Follow RLCC Directive	\$500	