

RUGBY LEAGUE MACKAY AND DISTRICT LTD



COMPETITION MANUAL 2024 (Juniors and Seniors)

PART 1:

SENIORS

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PREAMBLE

This document is produced by Rugby League Mackay and District as a set of procedures by which the relevant competitions will be operated. In implementing these procedures, Rugby League Mackay and District will adhere to all rules and policies outlined in the Queensland Rugby League Constitution.

Clubs participating in the relevant competitions are obligated to adhere to these procedures. As affiliates of the Queensland Rugby League, all participating clubs must also adhere to the rules and policies outlined in the Queensland Rugby League Constitution and the National Rugby League Code of Conduct.

References to Cutters players in these rules refers to those contracted players playing the current major Statewide competition.

References to "Competition Points" refer to all competition points a team has accrued for the current season.

References to "Match Points" refer to competition points won from a singular game, usually in reference to competition points won in the most recent game.

All clubs that have a senior team must take note of QRL Rule 4.1.3 c) in regards to Juniors playing up in Seniors.

1. ADMISSION PRICES

- a. Admission prices shall be determined by Rugby League Mackay and District for both premierships and representative fixtures prior to the start of each season.
- b. All players and officials shall pay this fee, with the exception of those with Rugby League Mackay and District Season Passes, QRL VIP Passes or NRL Referee Passes.
- c. Aged pension and student cards should be acknowledged by all clubs with entry no greater than \$5.
- d. Children aged 12 and under should be permitted entry free of charge when accompanied by a supervising adult.
- e. Alcohol charges for all club games will be determined by host club.
- f. Competition Sponsors to be displayed at the entrance gate. Corflute signs will be provided by the RLMD.

2. BALL PERSONS

- a. A maximum of 4 ball persons may be used during each match.
- b. Ball persons must leave the ball on the touchline at the point it crosses the line and next to the touch judge.
- c. Ball persons must have covered footwear at all times and it is desirable for all to be dressed in club uniform or in a uniform standard of dress.
- d. Ball persons must be a minimum of 10 years of age.

3. FIRST AID / BLEEDING PLAYER PROCEDURE/CONCUSSION POLICY

- a. No game shall commence without a qualified first aid officer in attendance.
- b. It is the responsibility of the home club to provide a person with a minimum of a Level 2 Qualification for all games.
- c. If the referee notices a bleeding or blood contaminated player, he will immediately stop play and call 'time-out' and signal to the team trainer to attend to the player. The team trainer will immediately enter the field of play to assess whether the player can be quickly treated on the field or whether he will require treatment off the field.
- d. If the trainer advises that the player can be treated on the field, the referee will instruct the player to drop out behind play for that purpose and the match will immediately recommence.

- e. All clubs should adhere to QRL Policy in relation to limiting the risk of spreading infection.
<http://www.qrl.com.au/content/dam/qrl/documents/downloads/miscellaneous/infection-control-fact-sheet.pdf>
- f. All players and team staff must comply with the NRL's Concussion Management and Return to Play Policies –
www.playrugbyleague.com/concussion

4. PREMIERSHIP POINTS & CANCELLATION, POSTPONEMENT, ABANDONMENT

- a. Premiership Points shall be awarded as follows:

<u>WIN</u>	Two (2) points
<u>DRAW</u>	One (1) point
<u>LOSS</u>	Zero (0) points
<u>BYE</u>	Two (2) points
<u>FORFEIT</u>	Two (2) points to non-forfeiting team. The non-forfeiting team will also accrue +50 points in 'for and against', with the forfeiting team to accrue -50 points 'for and against'
<u>ABANDON</u>	One (1) point each team (Including Twenty (20) points for & against)
- b. Emergency circumstances where a scheduled fixture may be cancelled or postponed include:
 - a. A natural disaster such as a cyclone, flood or fire.
 - b. A situation where the safety of players or match officials is potentially or actually at risk, i.e. heatwave, heavy rain, unsuitable playing surface.
- c. Decisions on cancellation or postponement of scheduled matches will be made by the elected Chairman of Rugby League Mackay and District in consultation with the competing teams.
- d. Following the cancellation or postponement of a scheduled match, should the match be unable to be rescheduled teams will be awarded points for a DRAWN game.
- e. If the referee suspends play and the match is cancelled or abandoned there shall be no replay.
- f. If a team must abandon the match (ie. Lack of players, too many injuries, etc.) after half time, the scores will stand in terms of 'for and against',

however the non-abandoning team will receive the 2 match points, regardless of the score.

- g. If less than half the match is completed, then the match shall be declared DRAWN and 'for and against' points awarded accordingly.

5. COMPETITION FORMAT

- a. Premiership Fixtures will be completed using the following:

A GRADE	40 MINS PER HALF	10 MIN HALFTIME	TIME OFF
RESERVE	40 MINS PER HALF	10 MIN HALFTIME	NO TIME OFF
UNDER 20	35 MINS PER HALF	10 MIN HALFTIME	NO TIME OFF
WOMEN	30 MINS PER HALF	10 MIN HALFTIME	NO TIME OFF

- b. There must be a break of 30 minutes between the lead up game and A Grade.
- c. During the Finals Series the clock will be stopped in all grades when the referee signals time off. A buffer of no less than 15 minutes is to be applied between games.
- d. The A-Grade and Reserve Grade competitions are open age with all participants being a minimum of 17 years old.
- e. A person who has reached the age of forty or is reaching that age during a season must adhere to QRL Guidelines regarding participation i.e. doctors report.
- f. Once the draw is determined, if changes are to be made clubs must request this through Rugby League Mackay & District competitions committee.
- g. The competition will be conducted over a maximum of 14 rounds for men and 10 rounds for women with both men's and women's final's series not more than 4 weeks.
- h. Any U17 player wishing to play in the U20 age must be registered and committed to playing in the U17 competition first.
- i. Any player who has not reached the age of 17 and wishes to play in the U20 competition will need to provide written evidence signed by parent and coach that they are aware of and accept the Age Gap and increased playing risk.

6. MATCH TIMES

- a. The host club shall determine the match times, with the provision that the times are submitted to the RLMD Admin/Operations Manager by 5:00pm Tuesday 2 weeks prior to the scheduled fixture.
- b. In scheduling matches host clubs must not schedule games to commence later than 7:30pm on a Friday or Saturday evening and 3.00pm on a Sunday afternoon. If a game is scheduled for a Friday or Saturday then the A Grade must be played in the evening. A request to vary this must be done so in writing to the Rugby League Mackay and District with no less than 3 weeks' notice.
- c. In scheduling master's matches host clubs must request this in writing to Rugby League Mackay & District with no less than 3 weeks' notice.
- d. Any club failing to adhere to scheduled kick-off times will be issued a Breach Notice by Rugby League Mackay and District.

7. DISMISSED PLAYERS

- a. Temporary Dismissal
 - i. A player receiving a period of temporary suspension (ie. Sin Bin) by the referee shall immediately leave the field of play and enter the team dressing shed and remain in that area until the end of the temporary suspension period.
 - ii. The time of the temporary suspension shall be 10 minutes and is for playing time only. It shall commence after the referee has signalled time on to restart play.
 - iii. The temporary suspension shall be suspended if the referee signals time off during the suspension period and shall recommence when the referee recommences play.
 - iv. Suspended time does not include the half-time break and shall cease at the end of the first period and resume upon the commencement of the second period.
 - v. Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.

b. Permanent Dismissal

- i. Any player permanently dismissed from the field (i.e. sent-off), must immediately retire to his team's dressing room until he has changed out of his playing uniform.
- ii. Under no circumstances can a dismissed player return to the team bench.
- iii. The referee shall complete a Referees/On Field Incident Report immediately after the completion of the match and a copy will be provided to both clubs on the Monday following their game.

c. Suspended Players

- i. Any Player who is suspended or disqualified from playing rugby league by the Match Review Panel, Judiciary Committee or any other disciplinary body with usual authority to make such determinations shall serve that determination in accordance with Part 5 of the QRL rules. [Rules of the Game | QRL](#)

8. JUDICIARY PROCESS

a. Match Review Committee

- i. Rugby League Mackay and District will use the Northern Leagues Match Review Committee for all match reviews. This panel is made up of personnel from across the Northern region.
- ii. The Match Review Committee will review all incidents as reported by the Match Officials, or as appropriately cited by Club Presidents within the required timeframes.

All citings from a Club President must include the following, and be sent to admin@rlmd.com.au AND the QRL Northern Leagues Administration Person (t.harris@qrl.com.au at time of writing):

Video clip of the incident (no still photos)

Date:

Round #:

Age Group or Grade:

Teams:

Jersey Number:

Cited players Club:

Time of the incident:

Reason for citing (Specific Law of the Game that has been breached):

- iii. Any citing requests without this information will be turned away if the appropriate information is not received by the required timeframe.
- iv. All judiciary & disciplinary tribunals please refer to QRL Judiciary & Disciplinary rules.
- v. Penalties applied will be as per QRL Guidelines.

b. Judiciary Process / Disciplinary Hearings

- i. Rugby League Mackay and District will use the Northern Leagues Judicial process. This will involve 12 – 15 members selected from surrounding regions, to be provided training, education, and support on the QRL Judicial and Disciplinary process. A three-member tribunal will be assembled each week where required, and ideally have representation from all three of our major centres.

9. VIDEO REQUIREMENTS

- a. It is the responsibility of the HOME team to film all games with a High Definition Video Camera.
- b. Where possible the filming position should be close to the halfway line and from an elevated position.
- c. The HOME team must provide a copy to the visiting team on request.
- d. The HOME team must upload a copy of all games to Hudl by 9am Monday following the game.
- e. Clubs failing to meet these requirements will be issued a Breach Notice by RLMD.

10. PRIZEMONEY / ANNUAL PRESENTATION NIGHT

- a. RLMD will provide prize money for the winners and runners up in the A Grade, Reserve Grade, Women's & U20 competition.
- b. The RLMD board will set the value of the above-mentioned prize money prior to the commencement of the competition season.
- c. All clubs are required to purchase a table of 10 for the annual presentation night where A Grade Women and A Grade Men Player of the Year awards will be announced. Failure to do so will result in the member club losing voting rights at the AGM unless monies are paid up prior.

11. INSURANCE

- a. All clubs must have Directors & Liability and any other insurance as per the policies of the Queensland Rugby League.

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/insurance/T200414%20QRL%20Insurance%20Guide%20v2.pdf>

12. GAME DAY MANAGER

- a. It is the responsibility of the HOME team to appoint a nominated Game Day Manager for all Home Games
- b. The Game Day Manager will wear an easily identifiable PINK vest
- c. The Game Day Manager is not to consume Alcohol
- d. The responsibilities for this person must include;
 - i. Game Day Manager is responsible for ensuring spectators abide by the Code of Conduct.
 - ii. Game Day Manager must have completed the online NRL Learning Centre course
 - iii. The Game Day Manager also has the power to evict a spectator if not abiding by Code of Conduct.
 - iv. Identifying a nominated person from each club to act as time keepers for all scheduled fixtures. This includes providing a suitable area for both parties to operate from. **The VISITING team may choose not to nominate a time keeper. If this occurs they must accept the decisions made by the HOME team in relation to time keeping.**
 - v. Direct the VISITING team to their facilities.
 - vi. Direct the Match Officials to their facilities.
 - vii. Apply all rules in relation to **7. DISMISSED PLAYERS**
 - viii. Report any breaches of the National Rugby League Code of Conduct. This includes players, spectators, and team officials.
 - ix. Ensure all completed match reports are returned to the QRL Operations Manager & RLMD Admin by 9am Monday following a scheduled fixture.
 - x. Ensure QRL On Field Policy is adhered to:
http://www.playrugbyleague.com.au/wp-content/uploads/2013/05/NRL_On-Field-Policy_With-Changes.pdf

- e. Clubs failing to appoint or fulfil the requirements of the Game Day Manager will be issued a Breach Notice by the RLMD.

13. ON FIELD PERSONELL

- a. Limits of Playing Area is defined by the fenced area around the field. Only on-field personnel are allowed within the Playing Area.
- b. The following personnel are the only ones allowed within the field of play and on the team bench or dugout, they must remain on the bench/dugout unless attending to players on the field.

Personnel allowed:

- Players recorded on the team sheet
 - Coach
 - Either Assistant Coach or Manager
 - League Safe x 2
 - FAO – Level 1
 - FAO – Level 2
- c. In special circumstances clubs may request permission from RLMD for one additional person to be allowed within the Playing Area. This request will only be granted for regular season games, not finals, and must be in writing before it occurs.

14. INTERCHANGE/SUBSTITUTIONS

- a. An interchange is the replacement of one (1) player in a team for another during the match.
- b. Only thirteen (13) players from each team may be on the field at any one time.
- c. In A-Grade Competition Fixtures, teams are only permitted to list four (4) interchange players on the Team Sheet.
- d. In all other Competition Fixtures teams are only permitted to list six (6) interchange players on the Team Sheet.
- e. A limited interchange system is used in the A-Grade Competition only. Each team may use up to a maximum of eight (8) interchanges in ordinary time during a match. If a player is taken from the field for a head injury, this is a free interchange. Under no circumstances can this injured player return to the game. The injured player must comply with the current NRL Community Rugby League Policy and Guidelines for the management of concussion before returning to play again.

- f. At the start of a season all clubs will be issued with interchange cards numbered 1-8 (The set will also include a 'HIA' Card and a Red 'X' for a free interchange). It is the responsibility of the HOME club to have these cards available at all home games.
- g. In matches that extend into extra time, an additional two (2) interchanges will be permitted for each team taking the total to ten (10) interchanges during these matches. Any unused interchanges of the eight (8) permissible during ordinary time may be utilised during extra time.
- h. A replaced player must have left the field of play prior to the interchange player taking his place on the field.
- i. If a player is fouled by an opponent who is in consequence dismissed from the field, sin binned, or placed on report and the fouled player is caused to leave the field as a direct result of an injury sustained in that incident, this interchange will not be included for the purposes of calculating the total number of interchanges provided that the interchange is made immediately after the reported incident.
- j. If the fouled player subsequently returns to the field later in the match, that interchange will be included for the purposes of calculating the total number of interchanges.
- k. An interchange official must be appointed to all regular season A-Grade competition fixtures, and all Finals Series matches for all 4 divisions. For the purpose of A-Grade games this person will be appointed by the MDRLRA and will be included in club costs for match officials.
- l. As each interchange is made all players must report through the nominated interchange official. In the case of A-Grade Competition this must occur with the player in possession of the interchange card. (Trainers are not permitted to carry or present the card on behalf of players).
- m. An interchanged player must enter the field of play from an 'on side' position after reporting to the interchange official.
- n. A maximum of two (2) interchanges can occur at any one time. Other players must remain on the bench until the previous interchanges have been completed.
- o. Except for scrums, interchanges may occur during general play (whilst the ball is in motion), after any scoring has been completed, or if play has been temporarily suspended by the referee (injury or caution).
- p. Each competing club will be responsible for ensuring compliance with the Interchange/Substitution rules at all times.

15. VENUE REQUIREMENTS

- a. The HOME club shall ensure that the venue nominated to host a match is presented in an appropriate manner and has adequate control measures in place to ensure the comfort of the public and the welfare of the match officials.

- b. Each nominated venue is required to provide the following:
 - i. Separate HOME and AWAY team dressing rooms.
 - ii. Match Officials dressing room.
 - iii. Suitably marked and prepared playing surface.
 - iv. Suitable warm up area for both teams.
 - v. Light to a minimum lighting standard of 100 LUX to host night fixtures
 - vi. Separate canteen and bar facilities.
 - vii. Public address system
 - viii. Scoreboard
 - ix. Visible time piece with match time display
 - x. Men's and Women's amenities for public use
 - xi. Ambulance access to the area adjacent to the playing field
 - xii. Reasonable quantities of Ice

- c. It is the responsibility of the HOME team to provide four (4) match balls that are of competition standard. These match balls must meet the QRL Licensing Agreement – see Section 18 – QRL Licensing Agreements.

16. FINALS SERIES

- a. In a competition of eight (8) or more teams, the leading five (5) teams on the premiership ladder shall advance to the semi -finals.
- b. In the event two or more teams tying on the same number of points on the competition ladder, points for and against shall decide all positions. In the result of a team withdrawing throughout the season then their points for and against will be removed from the calculation.
- c. For competitions with unequal rounds, in the event of teams tying, for and against will only be calculated for games played between the tying teams.
- d. Finals matches will be played at a neutral venue as determined by RLMD.
- e. In finals matches, in the event of scores being even at full time, after a break of three (3) minutes a further five (5) minutes each way (with no break in between) shall be played. If still a draw after extra time, after a break of three (3) minutes golden point rule will apply. The team scoring first points will be declared the winner.
- f. Player Qualification
 - i. A player must be listed on a minimum of four (4) team sheets to qualify for finals in A-Grade Men's and Reserve Grade Men's competitions. *For example, a player must participate in four (4) reserve grade team sheets throughout the regular season to*

qualify for reserve grade finals, however only needs 4 games total for their club (see section vii) to qualify for A-Grade.

- ii. To qualify for finals in the under 20's competition a player must be listed on 3 team sheets in the current season and in the A Grade Women's competition a player must be listed on 3 team sheets in the current season. A player must still play 4 games total for their club to qualify for Reserve Grade and A-Grade (see section vii)
- iii. A player who is dual registered with a Local League Club Competition and a Major Competitions Club may participate in Local League Competition finals if he or she has participated in at least 4 games in the current season for their RLMD club (3 games for Women and U/20s).
- iv. Any player registered for the Under 20s competition is eligible to play in his own age group irrespective of the number of games he has played in a senior grade, provided he has played the number of games for his club equal to the number of U20 qualifying games (ie. 3 games).
- v. An exemption to the above rules applies should a club qualify in both Reserve and A Grade finals with matches to be played on the same day. In this case, the club reserves the right to select players in either grade provided they have played a minimum of four (4) games for their club
- vi. As per QRL Rules, all players must be registered prior to June 30th to be deemed eligible to participate-
- vii. When more than one game is played on a day it is the lowest grade game that is counted as a qualifying game.
- viii. With all qualification rules the number of games played or listings on team sheets must be for the same club.
- ix. In the event of a player missing games due to an injury sustained playing for their RLMD team, they may apply for an exemption to qualifying rules based on medical evidence from a specialist doctor of why they have missed those games.

Week	Game	Name	Team	Team
1	1	Elimination Semi Final	Team 4	Team 5
1	2	Qualifying Semi Final	Team 2	Team 3
2	3	Minor Semi Final	Loser Game 2	Winner Game 1

2	4	Major Semi Final	Team 1	Winner Game 2
3	5	Preliminary Final	Loser Game 4	Winner Game 3
4	6	Grand Final	Winner Game 4	Winner Game 5

17. REGISTRATIONS/ELIGIBILITY

- a. All registrations must be fully processed through the approved online system (MySideline) prior to a game being played. A player will only be available to be selected on an online team sheet once the registration is fully processed. *All clubs that wish to play Juniors players must take note of QRL Rule 4.1.3 c.*
- b. A clearance must be fully processed through the approved online system prior to a game being played. A player will only be available to be selected on an online team sheet once the clearance is fully processed.
- c. A player who signs two (2) contracts without obtaining a clearance will be suspended for two (2) fixture games. The player will not be allowed to return after his suspension unless a clearance has been given by the club he chooses to leave.
- d. All players' names on team sheets need to be as per registration on database.
- e. All team sheets must be recorded in the Mysideline system and must have all players, the Coach, Manager/Assistant Coach, League Safe & First Aid Personnel recorded on the team sheet.
- f. Players recorded on the team sheet must be fully dressed to take the field and available to participate in the game.
- g. If a team has won via forfeit, they must still submit a Team Sheet for that game with the names of players who would have taken the field. The forfeiting team does not submit a Team Sheet - this game will not count towards finals eligibility games or suspensions for the forfeiting team. Failure to complete an online team sheet for any game will result in a breach notice being issued.
- h. Bill Paten & other Player of the Year Awards – Clubs will nominate one (1) player from each for the Player of the Year Award for that division. This shortlist will then be reviewed by the Board (or a sub-committee nominated by the Board) to select the winners.
- i. Programs – content for social media etc. see QRL rules.
- j. Any club fielding unregistered players or volunteers will face the following penalties:

- i. FIRST OFFENCE – loss of two (2) competition points in the grade for which the unregistered player or volunteer was fielded. They will be issued a breach notice.
 - ii. SECOND OFFENCE – loss of two (2) competition points in all grades within the club fielding the un-registered player or volunteer. They will be issued a breach notice.
- k. The Mackay Cutters will quarantine a list of no more than thirty (30) players at the commencement of each season.
- l. Cutters players are not eligible to play in Reserve Grade.
- m. Clubs are only permitted to register five (5) contracted Mackay Cutters players at any one time. This is not inclusive of players recruited to the Mackay Cutters directly from a local club or a local junior, or players that have been in the system for 12 months and are able to choose their own allocated club.
- n. Cyril Connell, Mal Meninga and RLMD Representative games will count as club games only when a club fixture is scheduled for the same weekend.
- o. Players that do not make themselves available for representative games will be suspended for two (2) fixture games.
- p. Players wishing to apply for an exemption from representative games must apply in writing to the RLMD Game Development Chair prior to the team announcement.
- q. Any player selected in a representative team wanting to withdraw must provide a doctor's certificate or a work roster to the Game Development Chair within 48 hours of the team being announced.
- r. Hastings Deering Under 21's and Mal Meninga Cup players will only be eligible to play for their clubs if not selected in representative teams for that weekend.
- s. As per QRL Rule 24A – A person who has reached the age of forty (40) years or is reaching that age during a football season, and desires to participate in a game in the RLMD competition, must lodge with his Players Agreement each year a certificate or report issued by a Registered Sports Physician or Medical Specialist in Queensland stating that the person does not have an apparent impediment, declared or otherwise, that would preclude his/her participation in a body contact sport., If this certificate or Report is not lodged as required, the player's agreement will not be registered.
- t. WOMEN'S teams can sign a maximum of 25 players. The Competitions Committee will decide when clubs can register an additional 5 players for a total 30 players per team. This will be based on ensuring even spread of talent and success of the competition.
- u. A female player that was selected and played at representative Level (Mackay Foley Shield or higher) the year prior cannot transfer to another club the following year.
- v. BMD women's competition players will only be eligible to play for their clubs if not selected in representative teams for that weekend.

- w. Any player playing for the State-wide competition or higher is only eligible to play for their club team if they have permission from their state-wide competition club and the state-wide competition manager which must then be provided to RLMD before they play.

18. FORFEITS

- a. A club requesting to forfeit in any grade must complete the online RLMD Forfeit Form (found on the RLMD Website (under the "Documents" tab) and ensure it is successfully submitted to the League (follow up communication is highly recommended) prior to 8:00pm the Thursday before the scheduled match. This form includes a section where the forfeiting team can list any mitigating circumstances to plead their case. RLMD will review the form and dispense a Forfeit Fine if necessary. A Forfeit Fine cannot be appealed.
- b. Lower grade matches must be forfeited prior to forfeiting A Grade.
- c. Any team forfeiting or failing to complete four (4) games will automatically be suspended from the competition.
- d. Players affected by a team suspension may apply to the RLMD for a clearance from their suspended club.
- e. Any club forfeiting an A Grade game shall be fined \$2,000.
- f. Any club forfeiting any Lower grade games shall attract the following forfeit fees.
 - a. Forfeit before 8pm Thursday prior to match \$250.
 - b. Forfeit after 8pm Thursday prior to match \$500.
- g. For A Grade and Reserve grade the first forfeit will be a fine only and any subsequent forfeits will be both a fine and loss of 2 competition points.
- h. Forfeit fines will be distributed to the aggrieved club (being the club who were scheduled to play the forfeiting club). Failure to pay this fine prior to the next fixture game will result in a Breach Notice being issued (in addition to the forfeit fine) by RLMD.
- i. If the forfeit takes place during a finals match, the host of the finals match and the aggrieved club shall split the forfeit fee.
- j. For unforeseen circumstances rule (e), (f) and (g) will not apply. A determination on circumstances will be made by the RLMD executive.

19. BREACHES OF COMPETITION RULES

- a. Any breaches of these competition rules will attract a fine starting at \$500. The fine will be in increments of \$500 for every breach notice given in a calendar year to the maximum fine of \$3000;
 - 1st Breach = \$500
 - 2nd Breach = \$1000
 - 3rd Breach = \$1500

4th Breach = \$2000

5th Breach = \$2500

6th and subsequent Breach/es = \$3000

- b. The RLMD Manager will dispense Breach Notices once a reported incident has been investigated and a satisfactory conclusion reached. Clubs can appeal a Breach Notice to the RLMD Competitions Committee.

20. QRL/RLMD POLICIES

- a. All competing clubs must strictly adhere to QRL Licensing Policies as per below:
Lion (and their brands) are the Exclusive Beer and Cider for the QRL including the QRL Divisions and all affiliates. QRL Divisions and affiliates are required to exclusively stock 100%, and only use, Lion Beer and Cider in the following areas:
- Club Ground Bars (including Dressing Room Post Game)
 - Club Functions
 - Club Events
 - Local League Ground Bars (including Dressing Room Post Game)
 - Local League Team Functions
 - Local League Team Events
 - Division Events
 - Division Functions
 - Division Football competitions

This will be monitored by QRL and RLMD. Clubs that are non-compliant will be issued with a breach notice. Clubs will lose all competition points for that week if they are found to have breached this rule.

- b. QRL LICENSED SUPPLIERS – ON FIELD APPAREL
On-field apparel must be purchased through our QRL licensed suppliers,
The list of current suppliers can be found by following the link below:

<https://www.qrl.com.au/qrl-licensed-suppliers/>

- c. All players competing in the competition may be subject to random drug testing procedure. Guidelines are provided below:

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/drug-testing%26ASADA/arl-commission-anti-doping-policy.pdf>

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/drug-testing%26ASADA/ASADA-e-learning-fact-sheet.pdf>

<http://asada.gov.au/substances/supplements.html>

- d. Clubs/individuals participating in the competition must adhere to QRL Policy on Prohibited clothing as detailed below:

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/miscellaneous/compression-garments-policy.pdf>

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/miscellaneous/wrist-bands-policy.pdf>

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/miscellaneous/knotting-bundling-of-jerseys.pdf>

<http://www.qrl.com.au/content/dam/qrl/documents/downloads/miscellaneous/piercing-and-beads.pdf>

- e. Clubs participating in the competition have a responsibility for making On Field personnel aware and ensure they adhere to the NRL On Field Policy as detailed below:

http://www.playrugbyleague.com.au/wp-content/uploads/2013/05/NRL_On-Field-Policy_With-Changes.pdf

- f. **RLMD Exemption Requests**
- **Exemption Requests to the By-Laws need to be submitted by 5:00pm Friday in order for that request to be reviewed by RLMD the following week. Decisions from Exemption Requests are final and cannot be appealed to RLMD.**

PART 2:

JUNIORS

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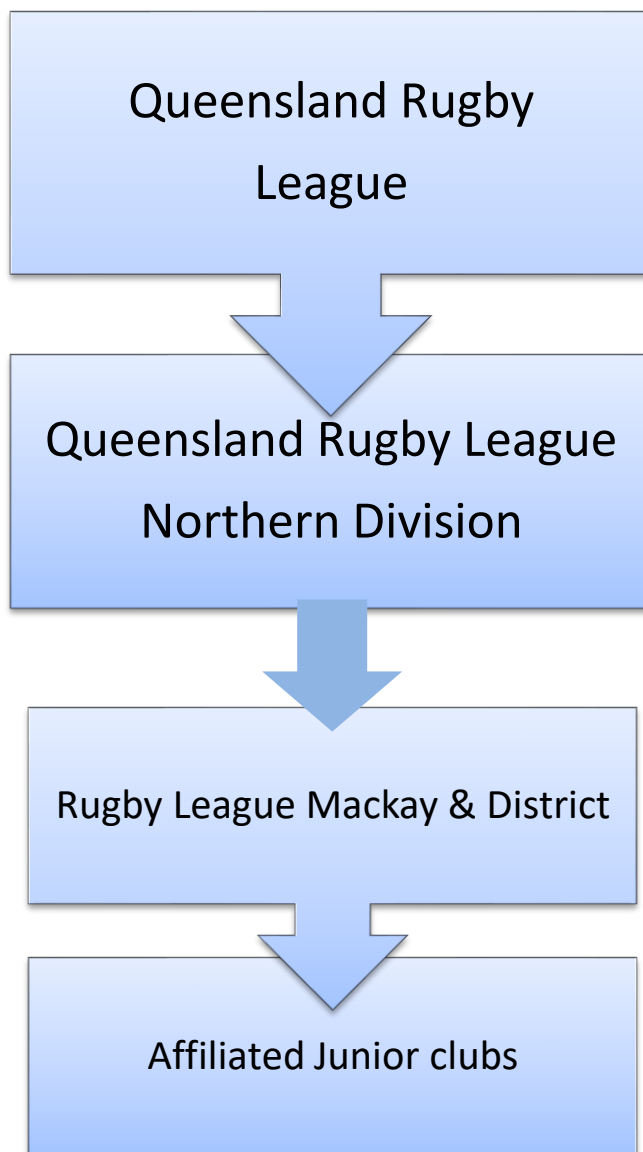
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Foreword

Rugby League Mackay & District Ltd shall adopt and abide by the Rules and Constitution set down by the Queensland Rugby League in conjunction with the following competition rules.

Rugby League Mackay & District junior competition rules can be amended on a required basis.



1. STRUCTURE

The pre-season carnival, fixture games, representative home games, all semi-finals, preliminary finals and grand finals are to be played at the grounds of Rugby League Mackay & District or BB Print Stadium.

All trial games and/or preseason games are to be sanctioned by Rugby League Mackay & District.

For the 2024 Season Proserpine and Moranbah will have six fixture games played at their home grounds. Sarina will have a minimum of 4 fixture games played at their home ground. Wests will have a minimum of 3 fixture games played at their home ground. All other clubs will have one home game scheduled on the RLMD Junior Draw and the right to make application for further home games. Each club will be given the opportunity to host a club day on Field 5 at the RLMD Grounds, to host a sponsor's day, a sausage sizzle and fundraiser with a raffle at the gate. Permission must be sought at least two weeks prior to the event.

All host clubs are required to supply the draw for their home game as soon as possible after team numbers are confirmed to RLMD. In the case of the travelling team not having a full complement of teams to play against the host club a request can be made by the host club for additional teams to travel.

Consideration should be given to try and align the same club travelling to make up the additional teams to leverage options of carpooling and travel support.

All clubs are required to purchase a table of (10 tickets) to the RLMD annual presentation night where best & fairest awards will be presented. Failure to do so will result in the member club losing voting rights at the AGM unless monies are paid up prior.

1.1. VENUE REQUIREMENTS

- a)** In order to hold home games clubs must provide an adequate playing venue along with being able to comply with QRL guidelines for match day.
- b)** A player's bench area must be clearly marked, parents are not to be permitted in the playing area.
- c)** The facilities safety checklist & pre activity safety checklist needs to be actioned prior to all Rugby League Mackay & District Fixtures.

- d) Clubs must pay for the referees; the referees will be managed by the Mackay Referees Association – MDRLRA. No travel costs.
- e) Clubs must notify RLMD that all game day procedures are in place 3 days prior to game day. Any non-compliance will result in games being defaulted back to the RLMD grounds.
- f) The Referee Association will notify RLMD of referee appointments as soon as the appointments have been finalised. This allows the League to inform host clubs of any referee shortages in due time.
- g) Conditions of the grounds will be decided on by the Home Game Club in consultation with RLMD.
- h) RLMD will not pay for buses for the away teams to attend home games. The RLMD and Mackay Cutters are to network together to organise the game calendar for the home away games so that they line-up as best as possible for the junior and senior clubs.

1.2. GATE FEES

Gate fees shall be determined by RLMD

- a) 2024 Season gate fees set at \$4.50 per adult
- b) 2024 Season Passes set at \$60 single
- c) No cars will be permitted access.
- d) Finals & Grand Final Day admission \$5.50

Junior Season passes will be valid for all RLMD Junior Regular Season games, INCLUDING Junior Club Home Games. Junior Season Passes will grant access to Juniors Finals games **EXCEPT Grand Finals**

1.3. POINTS SYSTEM

Premiership points shall be as follows:

Win	Two (2) points
Draw	One (1) point each
Loss	Nil (0) points
Bye	Two (2) points
Forfeits	Two (2) points to non-forfeiting team

The non-forfeiting team will accrue +50 points in 'for and against', the forfeiting team will accrue -50 points in 'for and against'.

1.4. INSURANCE

Insurance is now included as mandatory in the online registration system. All clubs are to ensure no one participates unless registered in the online system to ensure they are covered by insurance.

U/16 to U/18 Players may also need income protection insurance.

A copy of insurance documents is to be lodged with RLMD each year.

It is compulsory that clubs take out Directors and Officers Liability insurance.

The insurance aspect of the online registration system is non-refundable.

1.5. GAME DAY MANAGER

It is the responsibility of the HOME team to appoint a nominated Game Day Manager for all Home Games. For Games at the RLMD grounds a Game Day Manager will be appointed by RLMD

- a) The Game Day Manager will wear an easily identifiable PINK vest provided by RLMD
- b) The GDM will complete the Ground Manager's Course in the NRL Learning Centre prior to commencing their Ground Manager duties.
- c) The Game Day Manager is not to consume Alcohol
- d) The responsibilities for this person must include;
 - I. Game Day Manager is responsible for ensuring spectators abide by the Code of Conduct.
 - II. The Game Day Manager also has the power to evict a spectator if not abiding by Code of Conduct.
 - III. Coordinate Ambulance entry to grounds if required.
 - IV. Ensure all injuries are being recorded on MySideline.
 - V. Identifying a nominated person from each club to act as time keepers for all scheduled fixtures. This includes providing a suitable area for both parties to operate from. The VISITING team may choose not to nominate a time keeper. If this occurs they must accept the decisions made by the HOME team in relation in time keeping.
 - VI. Direct the VISITING team to their facilities.
 - VII. Direct the Match Officials to their facilities.
 - VIII. Apply all rules in relation to 2.9 DISMISSED PLAYERS
 - IX. Report any breaches of the National Rugby League Code of Conduct. This includes players, spectators, and team officials.
 - X. Ensure all completed match reports are returned to the RLMD / QRL Operations Manager by 9am Monday following a scheduled fixture.

- XI. Ensure QRL On Field Policy is adhered to:
http://www.playrugbyleague.com.au/wp-content/uploads/2013/05/NRL_On-Field-Policy_With-Changes.pdf

1.6. GAME DAY MARSHALS

The Game Day Marshals/Ground Managers will support the Game Day Manager with carrying out of the above responsibilities and report any issues back to the Game Day manager. The Game Day Manager is the only person who has the authority to evict people from the grounds.

2. PREMIERSHIP FIXTURES

2.1. MATCH DURATION

Mini (Intro) League (U6&7)	4x 10min periods with 3 x 3min interval
	U6 – 1 x 45min Training session per week
Mini League (U8-U9)	4x 10min periods with 3x3min interval
Mod League (U10)	2x20min periods with 1x5min interval
Mod League (U11 & U12)	2x 25min periods with 1x5min interval
International League (U13-U17)	2x30min periods with 1x5min interval
Girls U10 & U12	2x 20min periods with 1x5min interval
Girls U14, U16 and U18	2x25min periods with 1x5min interval

If central timing is being used, then it is each team's responsibility to be on the field ready to start when the timing starts. Additional time will not be granted due to delayed start.

If central timing is not available, it will be the responsibility of both clubs to provide a timing device (stopwatch). Time keeping devices are available at the office. Both scorers must oversee the timing of the game.

2.2. FOOTBALLS

- a) Clubs are to supply footballs for all games, including games at the RLMD facility (except for Finals)
- b) Game footballs shall be Steeden (brand) displaying the QRL Logo
- c) Games shall not commence until two (2) balls are available.
- d) Each club shall provide one (1) football per game.
- e) White footballs shall be used for all games.

2.3. CLUB REPRESENTATIVES

All clubs are requested to have a club representative on the grounds either at RLMD grounds or at away games. The representative is required to make themselves known to the Game Day Manager.

2.4. SCORERS

All scorers must sit in the designated areas.

If only one scorer is in the designated area his/her score is the only official score.

Children under the age of 14 are not permitted to score; all clubs are encouraged to have adult scorers.

2.5. STOPPAGES IN PLAY

- a) Pre-season carnival & fixtures, and in regular season rounds there will be no time out for injuries.
- b) The Game Day Manager has the authority to allow extra time or move games in the case of injury requiring the attendance of the Queensland Ambulance Service.

Time off in Finals Only:

1. Referee **signals** time off for an injury (normal process) – *time will continue to run*
2. Player injured is assessed by Level 1 FAO (normal process) – *time will continue to run*
3. Level 2 FAO (if needed) enters the field to assess the player – *time will continue to run*
4. Once Level 2 FAO has made their assessment and believes they need further time to assist/do their duty they are to signal to the **Ground Manager** that they wish for time to be stopped.
5. **Ground Manager** informs time keepers to stop the clock. Clock will not begin again until Ground Manager gives the OK – injured player is removed from field and game can safely continue.

2.6. DRAW

All fixture dates shall be determined by the Competition Committee and endorsed by the Board of RLMD.

The draw is to be developed with the following principles in mind

- Where possible stick to the same game times each week
- Try to make games flow in order of age group to allow players to support older age groups if required.

The draw will be released as far in advance as possible. Target - remaining season, Minimum 4 weeks

Changes to scheduling can only be requested if extenuating circumstances apply. Requests for any changes must be made in writing to the Competition Committee prior to the requested change to allow at least 4 weeks notice to be issued if the change is agreed.

All requests must be on club letterhead or email from a club executive member.

Consideration is to be given to the timing of games for clubs that have to travel considerable distance.

Clubs are required to have final teams numbers submitted to RLMD by the Friday 5pm the weekend before the competition is planned to start. This will allow RLMD to finalise draws and game times for the competition by Wednesday 5pm prior to the competition starting. Clubs who submit more teams after this time will not be factored into the competition until after the first 4 rounds.

2.7. TEAM SHEETS

- a) The Players, Coach, League Safe, Manager/Assistant Coach and FAO's names must be recorded on the Team List in the Mysideline system prior to the game commencing.
- b) Scorers are required to check the players on the team cards before they take the field. The scorer from one team should check the player names on the other team and vice versa.
- c) Players recorded on the team sheet must be fully dressed to take the field and available to participate in the game.
- d) Failure to complete an online team sheet correctly for any game will result in a \$ fine being issued. The fine will start at \$50 and increase each weekend offence by \$50 to be capped at max \$250. Fines will be

calculated on a per team per weekend basis. For example if 3 teams from the same club fail to submit a team sheet one weekend it is 3 x \$50, if 2 different teams fail to submit one another weekend it is 2 x \$100. RLMD will do random checks of team sheets throughout the year to ensure clubs are following correct procedures. From Round 7 onwards fines will be issued for incorrect team sheets,

- e) A Team List needs to be submitted by the team that has been forfeited against prior to their games start time. The forfeiting team is not allowed to submit a Team List. This game will not count for Finals eligibility or as suspension units served for the forfeiting team.

2.8. REPLACEMENTS

- (a) Each club shall be limited to nineteen (19) players per Team Sheet for MOD and international. Replacements may be made as per QRL Rules from those nineteen (19) players. These must be named and included on the team sheet prior to the commencement of the match. Each team must have only 19 players dressed on the bench. Once the game has commenced players cannot be added to the team sheet.

2.9. DISMISSALS

- a) i) Rugby League Mackay & District uses the Northern Leagues Match Review Committee for all match reviews. This panel is made up of personnel from across the Northern region.

ii) The Match Review Committee will review all incidents as reported by the Match Officials, or as appropriately cited by Club Presidents within the required timeframes.

All citing from a President must include the following, and be sent to admin@rlmd.com.au AND the QRL Northern Leagues Administration person (t.harris@qrl.com.au at time of writing):

Video clip of the incident (no still photos)

Date:

Round #:

Age Group or Grade:

Teams Playing:

Jersey Number:

Cited players Club:

Game Time of the incident:

Reason for Citing (specific law/s of the game that have been breached):

iii) Any citing requests without this information will be turned away if the appropriate information is not received by the required timeframe.

iv) All judiciary and disciplinary tribunals please refer to QRL Judiciary and

Disciplinary rules

v) Penalties applied will be as per QRL Guidelines.

- b)** Any player dismissed from the field for ten (10) minutes must retire immediately to the scorer's bench or other designated areas.
- c)** A player in the Sin Bin cannot be approached or addressed by any person other than the Game Day Manager/Marshals or an RLMD official.
- d)** Any player dismissed from the field for the remainder of a U/13 – U/17 game must retire immediately from the playing field and go to the dressing rooms supported by an adult from that club for the remainder of that game.
- e)** The Game Day Manager can also request players/officials/spectators to appear before a disciplinary hearing for any breaches of the RLMD Junior Competition Rules, NRL code of conduct, and QRL Rules.
- f)** Any player that removes their jersey during, or at the conclusion of a game to avoid identification will be required to appear before a disciplinary hearing.
- g)** Any player sent off the field can be replaced in Mini and or Mod League (U6 –U/12). The replaced player (U6-U12) must then appear before the Game Day Manager immediately following the game, accompanied by the coach/manager or parent (This only refers to players sent off not rotated). U/13 – U/18 Players sent off will follow the QRL process.
- h)** Any unauthorised person entering the field of play shall have to face a Disciplinary Tribunal to show cause why their entry into Rugby League grounds should not be cancelled in accordance with QRL Rules.
- i)** Authorised On field personnel are: - League Safe, FAO or higher qualified medical personal, Referee & Touch Judge.
- j)** RLMD no longer shares a policy with Mackay School Sport regarding shared suspensions. All RLMD suspensions will be served in RLMD competitions, pursuant to QRL rules.
- k)** The following personnel are the only ones allowed on the team bench or dugout, they must remain on the bench/dugout unless attending to players on the field.

Personnel allowed:

Players recorded on the team card

- Coach
- Either Assistant Coach or Manager
- League Safe (1 or 2 as allowed under On Field Policy)
- FAO – League First Aid or Level 1
- FAO – Level 2

- l)** A record is kept of all offenses.

- m) It is the clubs responsibility to inform players and parents of any charges that a player has to answer and what penalties that child may be facing.

2.10. VIDEOING

- a) All competitive age group games need to be videoed.
- b) If required, the video is to be uploaded to HUDL to support the tribunal process.

3. FINALS

Clubs need to be financial and all outstanding amounts paid to RLMD prior to their teams participating in the final series.

3.1. TEAM QUALIFICATIONS

- a) The top (5) teams in each age group will contest the finals.
- b) The competition committee will review the actual number of teams each season after round 3 to determine if a Plate series of finals can be played with the aim of giving more teams exposure to finals or if there are not (5) teams in an age group then the competitions committee will advise the finals structure.
- c) In the event two or more teams tie on the same number of points on the competition ladder, points for and against shall decide all positions. In the result of a team withdrawing throughout the season then their points for and against will be removed.

3.2. PLAYER QUALIFICATIONS

- a) A player must play 25% of premierships matches for his/her team on separate dates in his or her registered age group to qualify for the finals. If 25% of games gives a decimal number then the qualifying games number is rounded UP to the nearest whole number (ie. 25% of 14 games = 3.5 games = 4 games to qualify.)
- b) In finals teams have the ability to field 19 players. Players from a younger age group are able to play in the higher age group. These players must not dislodge a fit and available player in this designated age group. Players must be qualified in his or her own age group.
- c) Any player called to a higher grade in his/her club, may return and contest a lower grade semi, preliminary or grand finals, provided he/she has played 25% of games in the lower grade and is registered to play in that lower grade.
- d) QRL Representative Games (e.g. Mal Meninga, Cyril Connell and Harvey Norman competitions) that coincide with RLMD fixture games count as a qualifying game for finals.

3.3. FINALS DRAW

a) Premiership Finals

Week	Game	Name	Team	Team
1	1	Elimination Semi Final	Team 4	Team 5
1	2	Qualifying Semi Final	Team 2	Team 3
1		Bye	Team 1	
2	3	Minor Semi Final	Loser Game 2	Winner Game 1
2	4	Major Semi Final	Team 1	Winner Game 2
3	5	Preliminary Final	Loser Game 4	Winner Game 3
3		Bye	Winner Game 4	
4	6	Grand Final	Winner Game 4	Winner Game 5

b) Plate Finals

Plate finals will be played using the following as a guided

- If 8 teams in the competition Teams 6 – 8

Week	Game	Name	Team	Team
1	1	Round Robin Finals	Team 6	Team 7
1		Bye	Team 8	
2	2	Round Robin Finals	Team 6	Team 8

2		Bye	Team 7	
3	3	Round Robin Finals	Team 8	Team 7
3		Bye	Team 6	
4	4	Grand Final	Round Robin First	Round Robin 2nd

Round Robin is scored 2 points for the win, 1 each for a draw and 0 for a loss on the fulltime result.

Grand Final (The 2 teams who are at the top of the final series round robin table from the previous 3 weeks of finals. If teams are equal points on round robin table, it will go on for an against during the round robin and if it still equal it will go on highest place on regular season ladder)

- **If 9 teams in the competition Teams 6 – 9**

Week	Game	Name	Team	Team
1		Bye	All Teams	
2	1	Minor Semi Final	Team 8	Team 9
2	2	Major Semi Final	Team 6	Team 7
3	3	Preliminary Final	Loser Game 2	Winner Game 1
3		Bye	Winner Game 2	
4	4	Grand Final	Winner Game 2	Winner Game 3

- **If 10 teams in the competition Teams 6 – 10**

Week	Game	Name	Team	Team
1	1	Elimination Semi Final	Team 9	Team 10
1	2	Qualifying Semi Final	Team 7	Team 8
1		Bye	Team 6	
2	3	Minor Semi Final	Loser Game 2	Winner Game 1
2	4	Major Semi Final	Team 6	Winner Game 2
3	5	Preliminary Final	Loser Game 4	Winner Game 3
3		Bye	Winner Game 4	
4	6	Grand Final	Winner Game 4	Winner Game 5

- **If 11 or more teams in the competition, then consideration should be given to enable how best to have everyone involved in the final's series**

c) **If a team forfeits or withdraws the next team moves up.**

3.4. EXTRA TIME

a) In Semi and Preliminary finals U13 to U18

- In the event of the scores being equal at full time, after a break of three (3) minutes a further five (5) minutes each way shall be played. Should the scores be even at the end of this period, after a break of three (3) minutes an additional five (5) minutes of golden point shall be played. Should the scores still be even the winner will be decided by the team that scored the first match points.

b) In Grand Finals U13 to U18

- In the event of scores being even at full time, after a break of three (3) minutes a further five (5) minutes each way (with no break in between) shall be played. If still a draw after extra time, an additional five (5) minutes) of golden point shall be played. If the game is still tied the game shall be declared a draw, and both teams declared joint premiers.

4. FORFEITS

4.1. NOTIFICATION

Teams intending to forfeit or withdraw from a competition must notify RLMD via the online "Forfeit Form" found on the RLMD website (under the "Documents" tab) and dispersed to clubs each year. Follow-up communication and confirmation of a received Forfeit Form is highly recommended. This form is to be completed by a Club Executive only, no later than 7:00pm two days prior to the game. A successfully submitted Forfeit Form will notify the opposing club, the Referees Association and the League.

- a) Teams are encouraged to stop players from playing if feeling sick or unwell. If this means you need to forfeit, please provide as much notice as possible.
- b) Forfeits will incur a fine of \$250 per team. If a Forfeit Form is received 14 days or more in advance of the scheduled game day, a club can seek an Exemption Request from the RLMD Competitions Committee to have this penalty waived. There is no avenue for appeal once the Committee has made their decision.
- c) Forfeits received after the required notification period of 7.00pm two days prior to the fixture game will incur a fine of \$500.
- d) Forfeit fines are to be paid prior to the next scheduled fixture game of the team that has been fined.
- e) The minimum number of registered and eligible players allowed on the Field as per NRL Rules shall be:
 - Mini (Intro) league U6 &U7 min 4 max 6 players per team per game
 - Mini league U8 & U9 min 6 max 8 players per team per game
 - Mod league Under 10 & 11 min 8 max 11 players per team per game
 - Mod league Under 12 min 11 max 13 players per team per game
 - International U13 – U18 min 9 max 13 players per team per game

U6, U7, U8 and U9 Players must play a minimum of 2 periods unbroken play.

U10, U11 & U12 Players must play a minimum of one half of unbroken play per match.

International – U13-U18 – Should less than 9 players currently participating in the match then, for safety reasons, the match shall be terminated. Current participants are players on the field and players who have been temporarily

suspended (sin bin). Dismissed players are not deemed as current participants.

- f) Premiership teams with less than the required number of players shall not be allowed to take the field, and with the expiration of ten (10) minutes after the designated commencement time of the match, shall forfeit the match with the competition points to be awarded to the opposing team. Normal forfeit procedure for 'For and Against' shall apply (-50 forfeiting team, +50 non-forfeiting team)
- g) Forfeiting any final in any grade, notification is required in writing to RLMD no later than 7.00pm on the Wednesday prior to the final match and also contact in writing to the Secretary of the opposing club must be made. The notification must be written and signed or sent from the President of the club. Failure to do so will result in a five hundred dollar (\$500.00) fine by the forfeiting team.
- h) Player Development games may be organised and sanctioned by the Game Day Manager in the event of a forfeit with all the usual QRL rules being observed. Eg. Scratch Match.
- i) Any opposing team which is forfeited against must still submit a team sheet with players listed to ensure the game is counted as a qualifying game for players.

4.2. CLUB SUSPENSION

- a) A club shall be asked to "State a case" should any team in the one (1) grade forfeit three (3) consecutive games.
- b) Any team forfeiting four (4) games in a season will be automatically excluded from the competition.
- c) Players affected by such a team suspension may apply to RLMD for a clearance from their original club.

5. REGISTRATION

5.1. UNIFORMS

- a) Each club must register their uniform with RLMD. No alterations are permitted without applying in writing and gaining written approval from RLMD.
- b) Any player that takes the field without the correct uniform after fixture six (6) may earn his/her club a fine of Thirty dollars (\$30.00) per incident.
- c) Carnival jerseys must also be approved by RLMD, applications are to be in writing to RLMD.

5.2. COACHES

- a) All coaches of clubs affiliated with RLMD **must** be registered via the NRL Data Base

- b) Coaches shall be required to:
 - Have completed a minimum level one coaching course
 - Be registered with the Club
 - Hold a current Blue Card – Refer to QRL Blue Card Screening Policy
 - If the coach falls under the “Parent Exemption” rule the club must register the child’s ARL ID number on the Blue Card Register
- c) The designated coach of a team on game day found to assume a role of a league safe or first aid officer will see the team lose two competition points. U7 – U12 could alternately be fined \$200.
- d) U7 Coaches can remain on the field until the 30th June. However, at the referee’s discretion coaches can be removed.
- e) RLMD representative team coaches, must have a minimum qualification of a Level 1 coaching certificate and hold a current Blue Card. It is preferred that representative coaches hold Senior Club Coach qualification. A coaching agreement will be signed between representative coaches and RLMD.

5.3. PLAYERS

- a) A player must be legitimately registered as a player with RLMD before being able to represent any club in any game, trial for representation or participate in training.
- b) A player must produce his/her original birth certificate, an extract there of notification of birth document or passport when registering using the MySideline registration system. No statutory declarations accepted.
- c) Each year each player must complete the official QRL registration requirement before being eligible to play in any match. New Registrations need to be fully approved in the NRL database before any player plays on a game day.
 - Any Registered Player not declared on Team Card (first offence) \$200 suspended fine and loss of match points (competition points from that specific game). Suspended fine to be removed at commencement of a new season.
 - Any Registered Volunteer not declared on Team List (first offence) \$200 suspended fine. Suspended fine to be removed at commencement of a new season.
 - Any Registered Player or Volunteer not declared on Team Card (second offence) \$400 fine (+\$200 suspended fine, totalling \$600 combined) and loss of match points (Competition points from that specific game).
 - Any Registered Player or Volunteer not declared on Team Card (third offence) \$800 fine and loss of all competition points. Explain to RLMD Board why team should remain in competition. Board to decide if team can stay or not.

- Any Un-Registered Player or Volunteer, either declared or not declared on Team Card (First Offence) \$200 fine and loss of match points (if the team wins) + loss of 2 Competition Points.
- Any Un-Registered Player or Volunteer, either declared or not declared on Team Card (Second Offence) \$400 fine and loss of match points (if the team wins) + loss of 2 Competition Points.
- Any Un-Registered Player or Volunteer, either declared or not declared on Team Card (Third Offence) \$800 fine and loss of all competition points. Explain why team should remain in the competition.
- Any club guilty of playing either an unregistered player or player not registered for their club will lose match points for that game, and the game will be treated as a forfeit.
- The points will be awarded as per Rule 1.3
- Clubs hold ultimate responsibility for ensuring all of their players are correctly registered.

d) In the interests of the game, and in fairness to all concerned, the following will apply with regards to a player sustaining any injury requiring referral to a medical professional whilst playing junior rugby league. All injuries are to be documented on the MySideline Injury Case submission form. A medical clearance must be presented to the clubs senior FAO prior to the player taking any further part in the game of Rugby League. A list of medical issues that require a clearance can be found in the NRL return to play policy (please note that this list is not exhaustive and common sense and caution needs to be applied). If a clearance is not able to be produced upon request of RLMD, the player will not be permitted to play until a clearance is received by RLMD.

Any 17 year old player who wishes to play Senior Rugby League must take note of QRL Rule 4.1.3 c).

In any Football Year, a Club participating in a QRL Competition shall not register more than five (5) Junior players in any one Junior age group or Senior grade who in the preceding Football Year were registered to play rugby league with another QRL affiliated Club. Of these five (5) Junior players, no more than two (2) shall be from any one (1) Junior Rugby League Football Club. Any player who participates in any underage competition in NSW shall be deemed ineligible to be selected in any Qld regional or state based side for the current season. They can return to local competitions but are ineligible for Finals Series. Exemptions at the discretion of the relevant Regions based on Special Circumstances.

For players aged 16-18, a Junior Representative player as defined in these rules is a player who has participated in a QRL performance academy

program delivered by an ISC Club or equivalent. These players shall not be eligible to apply for a transfer of registration in the Football season following their participation as a Junior Representative player ie. Any competitive age group representative player in the previous year cannot clear to another club without an approved Exemption from the Competitions Committee.

Players selected in a representative squad after that year's Grand Finals (ie. at the completion of the season), will not be considered as a representative player "in the previous year". ie. If a player is selected in a rep squad in November 2023, the November/December period of 2023 will be considered as 2024, and that player won't be classed as a rep player in 2023 (unless they were in a rep. squad in 2022).

RLMD recognises NRL academy programs and representation in school's sports at a local level or higher representative the same as a representative player. Transfers of representative players are not allowed without an approved exemption from the Competitions Committee. Administration of these rules is at the discretion of the Local League via a competitions committee with no avenue for appeal via the relevant Region.

The competitions committee will consider exemption requests based on what is best for the game. The committee will look at factors like number of players in various teams, number of current representative players in a team, location of other teams in an area plus any other factors which are going to help keep the competitions as strong as possible. Any clearance request to clear to the Premiership winning team from the year prior (from any player) will be flagged to the Competitions Committee for review.

e) Registrations are limited to:

Country Clubs

- Open registrations
- Country Clubs are Moranbah & Proserpine

(As per the QRL Ruling where teams that reside over a 100km from Mackay are entitled to home & away games and are classed as country teams.)

City Clubs

- U6 –U12- open
- U13– U15 nineteen (19) players (An exemption to this rule will apply if a club currently has more than 19 players registered and they all return in

the following season. No new players will be allowed to be registered until numbers drop below (19)).

- U16 – U18 twenty two (22) players

An extension to the above numbers may be granted upon receipt of a written exemption request to RLMD, but the interest of all clubs must first be taken into consideration. This Exemption Request will be decided by the Competitions Committee.

All city clubs must have maximum players registered prior to an exemption being considered.

All clubs with more than one registered team in the same age group in the Mackay Junior League Competition must have an equal distribution of playing ability.

In Competition age groups, Players who have been developed through the same team will not be forced to change teams however if new players are joining then they should be allocated to teams to best balance ability.

Any club not abiding by the equal distribution of players in a competition age group will see the loss of match points.

A non-competitive age group team will receive a fine of \$250.00

Players per team

- To encourage clubs to continue taking 2 teams through these age groups, a club can register up to 38 players, with no more than 19 in each team
- If having 2 or more teams in a competitive age group the club must provide a nominated team list for each team before the season starts

Sharing of Players in the competition age groups where a club has more than one team.

- Players can be shared if needed unless they are named in a school boys or local representative or higher squad.
- Players can only play a maximum of 2 games for the other team. Clubs can complete an exemption request if they wish to increase the number of games a player can play across.

- v. Players cannot be shared in finals. If a team is found to be sharing players in a Finals match that team will be removed from the competition.
 - vi. Players in a younger age group can play regardless but should also be shared around where possible to develop all players.
- f) Age Group
- i. RLMD supports the player development framework and encourages players to use the 18 month registration process where applicable
 - ii. RLMD requires all other players play their own age group. Any player wanting to only play up an age group will need to submit an exemption request outlining the reasons why the player cannot play in their correct age grouping. The request will be considered by the competitions committee and their decision will be final. Any player approved under this exemption cannot play down in their normal age group that season without requesting approval again from the competition committee.
- g) Players will only be eligible to play for their clubs if not selected in representative teams for that weekend.

5.4. REGISTRATIONS

Rugby League Mackay & District will invoice clubs for registrations.

All Registrations Fees are to be paid in full by the end of July.

No refunds will be given on submitted registration.

5.5. TRANSFERS

Clearances/Transfers are to be processed as per the NRL Rules.

At any time prior to 30th June each year, RLMD can grant a clearance.

Any clearance request to clear to the Premiership winning team from the year prior will be flagged to the Competitions Committee for review.

Where a circumstance arises, which in the opinion of the Northern Division Manager is reasonable to allow a player to be registered after the deadline. The Division may approve such registration, e.g. inter-town transfer of residence.

Any club disputes arising regarding transfers/clearances are to be referred to RLMD for a decision.

6. SOCIAL MEDIA

a) Club/Referee officials, members/volunteers or players shall not comment or partake in media or social media that is inappropriate, threatening, intimidating, which brings, or is likely to bring, the game of rugby league into disrepute.

b) Emails and text messages are a communication tool and users are advised to use these tools in a responsible, effective and lawful manner although by its nature emails and text messages seem to be less formal than other communication, the same laws apply. It is important that users are aware of the legal risks of email and text messages.

- If you send emails/text messages with any libellous, defamatory, offensive, racist or obscene remarks you and/or your club can be held liable.
- If you unlawfully forward personal, confidential information, you and/or your club could be liable.

Any of the above breach of the rules you may face disciplinary action if referred to the league.

7. CHILD AND YOUTH RISK MANAGEMENT STRATEGIES

To comply with the legislative requirements all clubs must have a child and youth risk management strategy that strategy must include:

- A statement of commitment
- A code of conduct
- Policies for recruiting, selecting, training and managing employees (including volunteers)
- Procedures for handling disclosures and suspicions of harm
- A plan for managing breaches of your child and youth risk management strategy
- Policies and procedures for compliance with screening requirements
- A risk management plan for high risk activities and special events.
- Strategies for communication and support

8. VIOLATION/BREACHES OF COMPETITION RULES

THE VIOLATION OF THESE RULES MAY RESULT IN SUSPENSION AND/OR FINES AND/OR LOSS OF

- a. Any breaches of these competition rules will attract a fine starting at \$500. The fine will be in increments of \$500 for every breach notice

given in a calendar year to the maximum fine of \$3000;

1st Breach = \$500

2nd Breach = \$1000

3rd Breach = \$1500

4th Breach = \$2000

5th Breach = \$2500

6th and subsequent Breach/es = \$3000

The RLMD Manager will dispense Breach Notices once a reported incident has been investigated and a satisfactory conclusion reached. Clubs can appeal a Breach Notice to the RLMD Competitions Committee

9. QRL/NRL/ RLMD POLICIES

RLMD ADOPTS THE FOLLOWING POLICIES

- **NRL Code of Conduct**

- **NRL On Field Policy**

- **NRL Concussion Management Policy**

- **QRL Blue Card Screening Policy**

- **Child and Youth Risk Management Strategies**

- **FAO officers must be able to produce their blue card upon request and have completed a NRL Sports Trainer course.**

- **QLD Tobacco and Other Smoking Products Act 1988**

- **All RLMD Exemption Requests & 18 Month Registration Applications MUST be submitted by 5:00pm Friday to be reviewed by RLMD the following week. Any applications submitted after this time will be pushed back to the following week.**

It is a condition of entry that No Smoking will be permitted inside the RLMD Grounds while Junior Rugby League is being played

A designated smoking area will be provided in the adjoining Car Park.