

2024
OPERATIONS MANUAL
OF THE
**SUNSHINE COAST
JUNIOR RUGBY LEAGUE INC.**
(Central Region)

To be read and applied in conjunction with the
Queensland Rugby Football League Limited
Constitution,
QRL Rules and Policies
and
National Rugby League Policies

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FOREWARD

This Operations Manual supersedes all previous versions of the SCJRL Operations Manual.

This Operations Manual is a reference for all persons involved in the day-to-day management, administration, coaching, playing, and officiating of all Junior Rugby League clubs affiliated with the Sunshine Coast Junior Rugby League. This includes the Management Committees, Development Staff, Team Coaches, Managers, Referees, Sports Trainers and Leaguesafe Officers, Duty Officials, Players, Parents and Spectators.

The Executive Committee of SCJRL Inc. is the only body that can amend this document.

The rules detailed in this document will be operative and enforced for all rulings and proceedings from the date of issue.

INTRODUCTION

The Rules of the Queensland Rugby Football League Limited (QRL Rules), as amended from time to time, provide the framework under which all Rugby League is administered within the State of Queensland, and can be found at www.qrl.com.au.

The rules detailed within this Operations Manual are to supplement the QRL Rules and to ensure the common interpretation and consistent application across all Junior Rugby League clubs affiliated with the Sunshine Coast Junior Rugby League.

The rules detailed in this Operations Manual have been written in good faith; however, the SCJRL Executive Committee reserves the right to modify or override any rule that unintentionally hinders or favors any affiliated club, their officials, players, and staff.

Should any information within this document conflict or contradict any of the QRL Rules, then the QRL rule as documented within the Rules of the Queensland Rugby Football League Limited (as amended from time to time) will have precedence.

DEFINITIONS AND INTERPRETATION

Where the term 'SCJRL' is used in the following Operations Manual, the full Executive Committee of the Sunshine Coast Junior Rugby League is intended.

Where the term 'Executive' is used, the Office Bearers of the SCJRL (as defined by the Constitution of the Sunshine Coast Junior Rugby League Inc.) is intended.

Where the term 'Nominee' is used, a person or persons given specific roles within the League by the SCJRL or QRL is intended.

Where the term 'QRL' is used, Queensland Rugby League Ltd. is intended.

Where the term 'NRL' is used, National Rugby League is intended.

In the interpretation of these Rules, unless the context otherwise requires:

- singular includes plural and vice versa.
- a gender includes all genders.
- mentioning anything after 'include,' 'includes' or 'including' does not limit what else may be included and
- headings used for ease of reference are not to be interpreted as forming part of these Rules.

COMPETITION FORMAT

- 1.1 Each year the SCJRL will offer fixtures in:
 - Under 6 to Under 12 mixed genders – noncompetitive.
 - Under 13 to Under 15 Boys in graded competitions. Under 16 Boys and Under 17 Boys are each in one division.
 - Under 13, Under 14, Under 15 & Under 17 Girls age groups.
 - Premiership points will be allocated to competitions from Under 13s and above.
- 1.2 The SCJRL has the authority to decide the format and implementation of competitions, including the number of grades, times, and dates of all fixtures matches and final series matches.
- 1.3 Game times allocations are:
 - Under 6 to Under 9 – 8 mins x 4 quarters
 - Under 10 to Under 12 – 20 mins x 2 halves
 - Under 13 to Under 17 – 30 mins x 2 halves

Competition Structure

- 1.4 Under 6 to Under 9 will be played in a gala game day format.
- 1.5 Under 6 will play League Tag for the entire season.
- 1.6 Under 7 will play 10 rounds of League Tag and progress to Tackle for the final rounds and the Richie Johnston Gala Day. A Tackle Ready program will be delivered to each participant in Under 7.
- 1.7 Under 6 and Under 7 must carry two sets of contrasting tags to each game.
- 1.8 The coach of Under 6 is permitted to be on the field of play during the entire season.
- 1.9 The coach of Under 7 is permitted on the field of play to 'coach' the team up to and including round 6, coaches are then required to remain off the field of play for the remainder of the season.
- 1.10 Where possible, game day team sheet numbers should not exceed ten (10) for Under 6 and Under 7, to allow maximum opportunity for all players to participate in game time.
- 1.11 Where possible, game day team sheet numbers should not exceed twelve (12) for Under 8 and Under 9 teams, to allow maximum opportunity for all players to participate in game time.
- 1.12 Under 10 and Under 11 will be played in North and South Zones. Central zone clubs (Beerwah, Caloundra, Kawana & Maroochydore) will be allocated games in the North and South zones. Where a club has more than one team, players are to be allocated into teams of even ability.
- 1.13 There will be a minimum of 12 rounds for Under 6 to Under 9s with two gala days, and Under 10 and Under 11's will play a minimum of 13 rounds and two gala days to conclude the season - Refer to [Player Development Framework](#).
- 1.14 Under 12 will be played in North and South Zones for half of the season. After round 8, the North and South zones will be amalgamated into competitions of even ability – for example, the top 4 of North zone and the top 4 of South Zone will be in Pool A, and the second 4 from North zone and second 4 of South Zone will be in Pool B. Where a club has more than one team, players are to be allocated into teams of even ability. Core players (refer rule 2.11 – Classification of players) cannot move across teams. Under 12 is a non-premiership age group and scores will not be made public. The U12's last round will be played on SCJRL Preliminary Final day.
- 1.15 Under 13 to Under 15 Boys will play 3 grading weeks in total, and then split into two divisions. Under 13, Under 14, Under 15 and Under 17 Girls will play one trial round before the season commences. Where a club has more than one team in a division, players are to be allocated into teams of even ability. If it is found that teams are not evenly split within a Club after 5 competition rounds, the teams will lose all points. Core players (refer rule 2.11 – Classification of players) cannot move across teams.

- 1.16** Premiership competitions will be played in girls' Under 13, Under 14, Under 15 and Under 17, in a 13-a-side format. Where a club has more than one team, players are to be allocated into teams of even ability. If it is found that teams are not evenly split within a Club after 5 competition rounds, the teams will lose all points. Core players (refer rule 2.11 – Classification of players) cannot move across teams.
- 1.17** Game day team sheet numbers cannot exceed nineteen (19) players for Under 10 to Under 17 teams, to allow maximum opportunity for all players to participate in game time. Player interchange bench may be utilized on an unlimited interchange basis.
- 1.18** Players must present to the bench by half time to be eligible to name on the team sheet and eligible to play in the game.

Competition Points

- 1.19** Allocation of points for fixtures:
- Win = four (4) points
 - Draw = two (2) point
 - Loss = one (1) point
 - Bye = four (4) points
 - Forfeit = four (4) points to non-forfeiting team, and zero (0) points to the forfeiting team. (Non-forfeiting team is allocated a score of fifty (50) points, and the forfeiting team is allocated a score of zero (0) points.)
- 1.20** At the conclusion of the premiership rounds all teams shall be ranked in descending order according to the number of competition points accrued during the season. If, because of byes, a team plays less games than others, final points placing will be calculated by dividing points by the games played and multiplying by the possible games played.
Should there be a washout round and a BYE exists in that competition, the BYE points will be allocated to that team. No other points will be allocated, and no games will be counted as 'played' for finals eligibility or judicial purposes.

Forfeits

- 1.21** Clubs having to forfeit games before match day must immediately notify the opposition club, the Referees Association, local QRL staff and the SCJRL Executive by 9pm on the Thursday evening prior to the weekend game.
Failure to advise the League of a forfeit by the cut-off time will attract a \$200.00 fine.
Failure to notify the opposition club and Referees Association of the forfeit will attract an additional fine of up to \$500.00.
- 1.22** Should the need to forfeit occur, with a club that has a team in each division of the age group, the lower division must forfeit before the higher division. Unless approval has been given by SCJRL Executive due to evidence supplied by the Club Executive
- 1.23** When a team has been nominated in a competition and forfeits all games before withdrawing, the games that were considered a forfeit will become a BYE where applicable.
- 1.24** Should a team forfeit in the last round of the season or any Final game, the team is automatically removed from the Finals Series and the team next on the ladder will replace them.

Mercy Rule

- 1.25** This rule will apply to all Under 12 and above games. Once the score differential reaches 50 points, the coach of the trailing team will advise the Referee of his decision to continue playing

or to call time. If the game is continued there will be no further scoring recorded. The coach who was called to make the decision to call time or continue has the discretion to call the game off at any point after deciding to continue playing. The team leading at the call of time will be awarded the win and the scores at the time of the score differential reaching 50 points will be recorded as the full-time score.

- 1.26** In the event of the mercy rule being applied, the winning team must kick off to the losing team for every kickoff until the completion of the game.

President's Cup

- 1.27** Each year the League will factor into their calendar a round of football named the President's Cup. The date of this round will be dependent on the number of teams nominated for A Grade and the Juniors will match this date. The format for President's Cup will be 1 v 2 on the ladder as at that date, for Under 14, Under 15, Under 16 and Under 17 boys, and Under 14, Under 15 and Under 17 Girls. Winning games will have points allocated to the Champion Club (Refer to 1.28 Champion Club rule below for points allocation)

Games played for Presidents Cup will be counted towards eligibility and match suspensions.

Champion Club

- 1.28** The Champion Club is based on the number of President's Cup and Grand Finals won in First and Second Division. Three points will be awarded for the First Division win, and two points for a Second Division win. If two or more clubs are equal in points, then the Champion Club shall be the club with the most teams in the Grand Finals. In the event of clubs still being equal, the Champion Club will be decided on points for and against on Grand Final Day.

Club of the Year

- 1.28** The Club of the Year will be awarded after receiving nominations from all clubs competing in the SCJRL. Consideration will also be given to the clubs' coaching staff and players' participation in Development Squads, judiciary record, crowd behaviour and their involvement during the year. SCJRL Executive will decide on the winner.

Poaching Players

Refer QRL Rule 4.1.8, Transfer of Junior Registration, regarding the ineligibility of junior players to apply for transfer of registration in the year following the participation as a junior representative player.

1.29 Definition Of "Poaching"

For this rule, poaching is defined as a direct approach to a player or an indirect approach through an agent to a player, by a coach or any official or anyone associated with a club, to entice that player to move from the club they are registered with to play for any other club in Queensland.

1.30 Definition of "Enticement"

Enticement is anything offered to a player as an incentive to change clubs and that may include, but is not limited to, a promise of better playing conditions, free apparel, payment or a promise of payment.

Notwithstanding these definitions, it is the actual approach to the player that constitutes a breach of the Rule.

- No coach, manager, official nor anyone associated with a junior rugby league football club or team shall poach a player registered with any other rugby league club in Queensland. This means a player currently registered or registered in the immediate past season.
- A coach found guilty of poaching a player will face a penalty, which may include suspension of their Coaching Accreditation. Any Club Official found guilty of poaching a player faces a

maximum penalty of exclusion from holding any position in rugby league in Queensland.

- All complaints regarding 'poaching' are to be in writing and lodged with the SCJRL for investigation.

COMPETITION ADMIN

SCJRL Timelines

- 2.0** For the SCJRL to meet its administration obligations a requirement exists for each club to lodge with the League specific information by 28 February. Failure to comply with set deadlines will result in fines.

Ground Configuration Report

- 2.1** By 28 February, each club is required to complete and submit on the form provided by SCJRL a Ground Configuration Report detailing:
- the number and size of the playing fields available at the venue.
 - the number of games playable at one time.
 - any exclusion dates i.e., dates when the ground will not be available for fixture matches e.g., show days and school carnivals.
 - whether or not the field lighting has been certified to the minimum standard allowable for night training and/or night fixtures.
 - the facilities available at the ground, e.g., number of dressing sheds; and
 - whether or not the club wishes to be considered for hosting special events e.g., Finals Matches and Selection Trials.

Any key dates will be added to the Rugby League Sunshine Coast Rugby League Calendar.

Grading and Regrading of Teams

- 2.2** Clubs must nominate teams by 19 February.
- 2.3** SCJRL will grade premierships teams after the third round of grading, with any final adjustments being made by the fifth round. Any further re-grading after the fifth round is solely at the SCJRL discretion.
- 2.4** All clubs must carefully consider the grade for which they nominate each team, as requests for regrades after round five will not be considered. On the advice of the Grading Committee, a regrade may occur after round five.
- 2.5** Any team that wins a lower division Grand Final is promoted to the higher division in the following season.
- 2.6** A Grading Committee will convene:
- At the completion of each season to review the results of all graded competitions and make a preliminary assessment of where teams should be graded in the following season based on the assumption that all teams will be returning. This pre-assessment will allow the committee to make informed decisions when reviewing each club's list of team nominations for the new season,
 - Immediately following the cut-off date for team nominations and prior to the commencement of the premierships rounds to finalise initial teams grading and,
 - After Round 1, 2 and 3 to review the results to assess the merits of any further requests for re-grading prior to the continuance of the premierships season.
- 2.7** The following conditions may apply to teams re-graded into another competition:
- A team promoted to a higher graded competition will have their premierships points re-calculated on the average of points over the season, and those will be the points that they bring with them.
 - A team relegated to a lower graded competition will take their premierships points only and not 'For' and 'Against' points.
- 2.8** In those instances where a team is withdrawn from a competition before the end of a complete competition round, all premierships and 'For' and 'Against' points associated with the matches played by the team withdrawn will be nullified.

- 2.9** Once commenced, teams will only be added or withdrawn from a competition in extenuating circumstances and subject to the following conditions:
For teams being ADDED to the competition:
- Team insurance must be paid before the team is added to the competition.
 - New teams added to the U12 - U17 age group competitions will start with zero points.
- For teams being WITHDRAWN from the competition:
- Those clubs with multiple teams in one age group seeking to withdraw a team, will be required to withdraw from the lowest graded team.
 - Requests for regrading will be subject to the approval of the SCJRL (or nominee).
- 2.10** All grading and re-grading decisions made by the SCJRL (or their nominee) will be final.

Classification of Players

- 2.11** When necessary, players within each team within the Under 12 – Under 17 age group competitions will be classified as either a ‘core player’ or ‘non-core player’ and are subject to the rules relating to the movement of players – see rule 2.16. The eight (8) best and most skilled players within each team. This list will be shared with the Club Executives for their information and is to be monitored by themselves. Should there be a discrepancy throughout the year, Club Executives can refer to this list, and if necessary, advise SCJRL Executive. The SCJRL reserves the right, in consultation with the club, to order a player (or players) to be included in the list of core players. A representative player is automatically considered a core player. Any player who is selected in the Under 16 and Under 17 Falcon's representative teams, will automatically be classed as a core player. The SCJRL (or nominee) may determine a player's core/non-core status and their grading.
- 2.12** Clubs with multiple teams in the same age group (Under 13 and above) are required to grade their players into teams based on skill level. The best and most skilled players must be allocated to the highest graded team and the least skilled players to the lowest graded team within the same age group.
- 2.13** Deliberate attempts to exclude players from the core player list to gain advantage for lower grades is considered a serious breach of these rules and a maximum fine of \$500.00 per player may apply.
- 2.14** Should it be desirable to replace a player classified as a core player, a written submission must be presented to the SCJRL (or nominee) for determination.

Players Moving Between Divisions and Age Groups

- 2.15** On those occasions where there are insufficient players available, lower age group players may be used in the premiership fixtures and finals provided they have met the minimum requirement for finals eligibility.
- 2.16** Where lower grade or lower age group players are being used as temporary reserves during fixtures and/or finals, the SCJRL requires that permanent members of the team take the field first and be used prior to the lower age group player entering the game.
- 2.17** Once the player's game has been completed, the player may then fill in for another team.

Core Players and Non-Core players

- 2.18** Core players may only play in the team they are allocated to or play up in the next age group in their equivalent Division, they must not drop down a division. Non-core players may play in any Division within their age and play up in any Division in the next age group.
- 2.19** Should a Club only have one team in the higher age group, and it is of a lower Division than the age group below, any core players who need to play up must seek the permission of SCJRL Executive.
- 2.20** Under no circumstances are lower Division players forced to play in a higher Division team within the same age group. The player and player's parent/primary care provider's consent must be

obtained via Dispensation application prior to this occurring.

- 2.21** Should a Club enter two teams in the same Division, the number of core players will be reduced to 4.

Team Nomination Process

- 2.22** Each year following sign-on, each affiliated junior club is required to nominate the number of teams in each age group and proposed competition grade in which it will field teams using the C2 form. Failure to provide all this information may delay entry into a competition.
- 2.23** Clubs will be individually invoiced for their player fees of \$32.50 per player (plus GST).
- 2.24** Affiliation Fee for Clubs - \$200 plus GST. To be reviewed annually.
- 2.25** As a minimum each team nominated in the SCJRL competition must have the following team officials (to be registered in MySideline from first January for insurance and allocated to Squad PRIOR to the first trial game of the season):
- An accredited coach,
 - An accredited Leaguesafe person,
 - An accredited League First Aid person (Under 6 to Under 15), or NRL Level 1 Sports Trainer (Under 16 and above), and
 - A team manager.
- 2.26** All coaches are required to complete the relevant entry-level coaching course to coach a Rugby League team. Those coaches whose accreditation has expired, but who have previously completed a recognised course, will be required to complete the relevant reaccreditation process. The online components of these courses must be completed prior to being permitted by the club to actively supervise any coaching sessions or games. Refer QRL rule 4.2.1- (Coach) Qualifications and Registrations. Click [here](#) to access the National Coach Accreditation Policy.

Cancellation, Postponement & Abandonment of Matches

- 2.27** Emergency circumstances include:
- A natural disaster such as an earthquake, flood, fire, or pandemic.
 - A situation where the safety of players or match officials is potentially at risk such as lightning, or extreme heat.
 - Such other circumstances where deemed to be an emergency by the SCJRL Executive (or nominee).
- 2.28** If any such occurrence arises, the procedure shall be as follows:
The SCJRL (or Nominee), in conjunction with the referee and both teams' management will make any decision on the postponing or cancelling of any scheduled game.
- 2.29** After the commencement of a competition match, a referee may temporarily suspend play if, in their view, continuation of play would place the safety of players and/or the match officials at risk.
- 2.30** If a game is to be delayed due to severe weather conditions, a decision will be made on the length of delay.
- 2.31** Where a game is in progress and play is stopped due to a serious injury, the following steps must be taken:
- notation of position, possession, and the number of the tackle, at the time of cessation of play;
 - If the game cannot be continued, the circumstances shall be reported to the SCJRL Executive
- 2.32** Competition matches may only be cancelled, delayed, postponed, or abandoned with the prior approval of the SCJRL Executive (or nominee). Examples of circumstances which warrant these changes are as follows: -
- Safety. When the condition of the ground where the match was originally scheduled, is such

that the ground would be unsafe to play on,

- Unavailability. When the ground where the match was originally scheduled, is unavailable to play on, or
- Representative Duties. When a club has three or more players from the game scheduled involved in a QRL – SCJRL representative team, and these representative duties clash with that scheduled fixture, a written request from the club concerned will be considered.
- Clubs participating in Regional Carnivals during the season do so at their own discretion and the season draw will not be adjusted. Should teams play in the Carnival instead of their fixture, it will be deemed as a forfeit.

2.33 If a fixture match is cancelled prior to the kick-off or after the kickoff, due to the state of the ground, light failure, weather conditions (including but not limited to flooding), unavailability of the referee or other circumstances beyond the control of the clubs involved, the SCJRL Management (or nominee) may decide on alternate arrangements, including:

- Re-scheduling the fixture for a date and time determined by SCJRL Executive and Clubs will be notified via Season Calendar.
- If more than half of the match has been completed, the score at the time of the suspension of play in the match will be the result for the purpose of determining the competition points table.
- If less than half of the match has been completed, the match shall be declared drawn, and two (2) points awarded to each of the teams. Each team will be awarded the average of the total for and total against points scored in the completed matches of the round where a cancelled or an abandoned match occurs.

2.34 In the event of the referee pausing a fixture match (until approval has been given by SCJRL Executive to stop the match) after the kick-off because a team has an insufficient number of players (8 players) to continue the match, the match shall be deemed a forfeit by the team with insufficient players. Players in the sin bin are counted as players. Players dismissed from the field or who have retired from the game due to injury are not counted.

2.35 In the event of the referee pausing a fixture match (until approval has been given by SCJRL Executive to stop the match) after the kick-off because of a fight, melee, or safety issues due to spectator misconduct, the SCJRL Management (or nominee):

- May convene a hearing to investigate the incident.
- May award the game to either team, with a score line determined by the SCJRL Management.
- May abandon the fixture and award neither team points.
- May fine and/or penalize either/or both clubs involved in the fixture, for bringing the game into disrepute.

Laws of the Game

2.36 Junior League Laws (6-12 years) [click here](#)

2.37 International League Laws (Under 13+) [click here](#)

FACILITIES

Venues

3.1 The club shall ensure that the venue nominated to host a competition match is presented in an appropriate manner.

3.2 Each venue **should aim to provide** as a minimum standard the following amenities and services.

- Lockable separate home and away team dressing rooms. These dressing rooms shall have toilet and shower facilities that meet Australian Health Standards which shall be made

available for access at least 30 minutes prior to the kick-off.

- Lockable match officials' dressing room. These dressing rooms shall have toilet and shower facilities that meet acceptable Australian Health Standards.
- Medical officers' room.
- Provision of an elevated area located on or near the halfway line for videography of matches.
- Male, Female, and Disabled amenities available for public use.
- Canteen facilities.
- Public Address System.
- Scoreboard.
- Digital time piece with match time display
- Ambulance access to the area immediately adjacent to the playing field.

3.3 The host club should have available reasonable quantities of portable drinking water.

Lighting Standards

3.4 The following lighting standards shall be required for training and competition matches.

- Ball and physical training 50 Lux
- Competition and Match practice 100 Lux

(The above information has been extracted from Australian Standard AS 2560 Part 2.3.)

3.5 Only a duly qualified member of the Illuminating Engineering Society (IES) can be used to verify that field lighting meets these standards.

3.6 A copy of the completed Lighting Audit, together with a signed form – Sports Field Lighting – Certificate of Compliance signed by the testing engineer, must be forwarded to SCJRL by 28 February on a bi-yearly basis (starting 2023). If Certificate of Compliance is not provided by 28 February, SCJRL will source accredited testing engineers on the club's behalf and invoice for lighting audit.

3.7 Notwithstanding the presentation of the pre-season audit, a club will be required to undertake further audits, through the regular season if the lighting appears, under reasonable inspection, to have fallen below the required standard. The cost of these additional audits will be borne by the club.

Medical Facilities

3.8 Each team dressing room shall

- Contain a table for observing, assessing, and treating players with injuries such as minor head injuries, concussion, fractures, lacerations etc.
- Provide facilities for adequate disposal of used materials such as syringes, needles, contaminated waste disposal kit etc.
- Have unobstructed access for any player taken by stretcher from the field.

HOST CLUB GAME DAY RESPONSIBILITIES

Field marking requirements

4.1 Refer to Laws of the Game:

- [click here](#) for Junior League Laws.
- [click here](#) for International Law.

Sin Bin

4.3 The sin bin must be a clearly defined area and must be clearly signposted. It must be situated in a position away from areas where the safety of any sin-binned player would be in question.

4.4 A duty official must be present at the sin bin while any player is serving time in the sin bin.

Match Balls

- 4.5** The home club is to supply QRL official game balls (minimum of 2) in good condition for each game played and to supply people to carry out the duties of returning footballs to the field of play and kicking tees for kicks.

Duty Officials

- 4.6** At all fixtures of the SCJRL, home clubs must provide at least two people to carry out the duties of duty official.
- 4.7** Visiting clubs must provide at least one duty official per team and provide their own vest. Visiting clubs are responsible for the behaviour of their own spectators and must act accordingly in the event of unacceptable behaviour.
- 4.8** The host club must ensure that those people are made aware of the requirements of the role, and they must be suitably dressed and clearly identifiable as duty officials.
- 4.9** Link to the Grounds Manager Induction Course [here](#)

Photographers

Refer NRL Member Protection Policy [click here](#)

- 4.10** Official photographers may be appointed by the SCJRL. Clubs are free to organise their own photographer for the day but must not allocate or extend exclusive rights. Any official photographer appointed by a host club must:
- Have written permission from the opposition club PRIOR to game day.
 - Be a registered volunteer on MySideline.
 - Hold a valid “Positive Notice Blue Card” issued by Blue Card Services.

Live Streaming

- 4.11** Under 16 and above are live streamed through the BarTV platform
- 4.12** Clubs are to pay the camera operator on the day and invoice the League for reimbursement.

Alcohol

- 4.13** No person is permitted to bring alcohol into a venue.
- 4.14** In those cases where clubs are fully licensed premises, if alcohol is sold, it must be consumed within the confines of the licensed area and must not be available for purchase until after half time in the last Junior game – Under 6 to Under 17.
- 4.15** The sale and consumption of alcohol must be strictly controlled **in accordance with the Liquor Licensing Laws.**

Smoking and Vaping

- 4.16** *Reference – [Queensland Health](#)*
Queensland Government Laws specify that from 1 September 2016, smoking and vaping is banned within 10 metres of viewing and playing areas at organized Under 18 sporting events. The ban also applies during training and at any intervals or breaks in play.
The coverage of the ban includes the sporting ground or playing area, the viewing area for a water sport, public seating at the grounds and any other area reserved for use by the competitors and the officials. This also includes a 10-metre non-smoking and vaping buffer zone from all of these locations.
An organized Under 18 sporting event is one that is arranged in advance and is conducted by a professional or amateur sporting body or education institution according to established rules.
The smoking ban includes the use of all smoking products, including electronic cigarettes/vaping.

The club's public address system is to be used to relay this message to the public.

GAME PROCEDURES

- 5.1** Match days and times will be as determined and published by the SCJRL.
- 5.2** Requests for changes to the time, date or venue for games will only be sanctioned by the SCJRL when the request for change has been advised in writing by the secretaries of both clubs and the Referees Association involved in the game. This advice must be received by the local QRL and SCJRL Executive by 9am on Friday 21 days prior to the day of the game.

SCJRL Respect Protocol

- 2 x Games Controllers to stand in centre of field prior to kick off.
- Both teams file out together and shake hands in the centre of the field.
- Coaches of both teams join players in the centre of the field to shake hands pre-match.
- Referee completes coin toss with Coaches, Captains, and Games Controllers in the centre of field when teams have lined up.
- Referees to check length of nails and player tags (ensuring that no metal tags are present)
- The Referee is not to commence the game until the previously mentioned protocols have taken place.
- If a venue is running behind time, the Referee, Captain, and Coach of the home and away sides will meet 10 minutes prior to the kick-off of the game.
- Both teams and coaches shake hands at the end of the match.

Ground Announcements

- 5.3** Excerpts from the QRL Positive Environment Program and/or NRL Code of Conduct Ground Announcement are to be broadcast across the Public Address system at regular intervals.
- 5.4** No public announcements are permitted whilst a player is preparing, or in the process of, kicking a goal.
- 5.5** No public announcements are permitted in relation to decisions or the performance of the match officials.
- 5.6** No public announcements are permitted, which may be considered derogatory to any club, player, official, spectator and/or to the game.

Match Reports (Team Sheets)

- 5.7** Each club must allocate all players and staff to games on the Online Results area of MySideline. The deadline for this (except for Finals Series games) is 12midnight on the Thursday night preceding the game. Where teams have been formed through a combination of players from two clubs, team staff must get the permits in place before the team sheet deadline of 12midnight Thursday night.
- 5.8** The deadline for teams who are receiving a forfeit to allocate players to games is also 12midnight on the Thursday night preceding the game. Clubs failing to allocate players to teams receiving a forfeit should be aware that this may affect a player's number of games for finals eligibility. No extension will be granted on this deadline.
- 5.9** The host venue shall be responsible for printing the team sheets from the MySideline Match Results – use 'Junior and International – both teams. Only print Team Sheets for games that require scoring – Under 6 to Under 11 although they are not scored, players still must be added to online team sheet for insurance purposes.
- 5.10** Try scorers and kick converters names ARE NOT to be recorded online. Only record the correct points scorer to the manual paper copy.
- 5.11** When a game is scheduled at a venue where both teams are playing away, MySideline Gameday

admin can be allocated to host venue.

- 5.12** Before the commencement of the game, home team managers should check the team lists and make alterations by hand, then provide the team list to the away team's manager, who is responsible for then returning the team list to the Operations area of the home team before the game commences. Both managers are to initial the team sheet to show that the team list has been checked.
- 5.13** Because the FR and DH vests cover jersey numbers, managers are required to make a note on the Team Sheet of the players who fill these roles – e.g., “FR first half #9”, and keep those notes up to date if they change because either the FR or DH is replaced due to injury.
- 5.14** Under 12 games are scored ‘behind the scenes’ for the purpose of grading, and pools allocation, not for premiership points. Online scoring of MySideline can occur as this does not show online, as well as recording the score on the paper team sheet as the game progresses. Scores are not to be displayed on the field.
- 5.15** For Under 13 to Under 17 games, alterations to the online team lists can be made up to 15 minutes before the commencement of the match. Online changes cannot be made during a match. If this deadline is missed, make the changes on the printed Team Sheets for alteration later.
- 5.16** Under 12 to Under 17 games are to be scored progressively as the game progresses, with a manual record, including tries and goals scored by players, kept on the printed team sheet in case of internet or computer failure during the game. After the game, the online score should be verified with the record on the printed Team Sheet, and then the game should be marked ‘final.’ The deadline for finalising completed matches is 12 midnight of the day of the game.
- 5.17** Team sheets for all scoring games are to be checked by an admin person from the club - if there is any alteration made to Team Staff or a player, a copy is to be forwarded to the SCJRL prior to 12pm Monday morning. The club is then required to store the printed Team Sheets for the entire season, so that they are available if the opposition team seeks verification on scoring or composition of the team.
- 5.18** The Operations Box Manager shall be responsible for the accurate recording of the match scores and for the completion of the match sheet including notation of dismissed players both temporary and permanent. If games are being run on two fields at once, it is the responsibility of the home team Manager to record scores and make notes on dismissed players.
- 5.19** The Ground Manager shall have the referee verify and sign the team sheet only if there is an incident which needs to be reported – referees do not need to sign team sheets where there is no incident to be reported.
- 5.20** 12pm on Monday morning following the game is the deadline for: -
- Receipt of Match Sheets – as above (rule 6.16),
 - Any protest about incorrect scoring - this must be submitted to the SCJRL secretary by a Club Executive (i.e., not a coach, manager, parent, or other individual), and must have supporting photographic evidence for support – i.e., photo of the scoreboard.

Sideline Area and Bench Locations

Where team benches are located within the playing area (i.e., inside the fence) the following provisions must be adhered to:

- 5.21** Adequate seating shall be provided for each team and placed parallel to the touch line. This seating should be of a resilient nature and located as near to the 50m line as possible.
- 5.22** Personnel on the bench may comprise only those people related to the conduct of the match itself (i.e., coaches, interchange players, trainers, team manager, medical officers etc.). There can be no more than 6 interchange players, 1 x Coach, 1 x Asst Coach, 2 x Leaguesafe & 1 x Sports Trainer, 1 x Manager on the bench from each team.
- 5.23** Under no circumstances “barracking” or “abuse” from the bench will be permitted. This not only refers to abuse, but also to what might be described as offering advice or assistance to the match

officials in relation to their performance or how they should be carrying out their duties.

- 5.24** The match officials may request any person on the bench to leave the bench area and/or field of play and may report that person in their post-game report.
- 5.25** Players and officials on the bench must always remain at the bench allocated to their team (except for player warm-ups). Any player(s) warming up must remain at least 1m from the field of play. Players must present to the bench by halftime in full playing uniform to be eligible to take the field.
- 5.26** Whilst officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances.
- 5.27** No player or players may temporarily leave the field of play and subsequently re-enter the field of play without the permission of the referee or a touch judge.
- 5.28** Under no circumstances is a suspended player permitted on the sideline or bench area.
- 5.29** No members of the public or any other unauthorised persons are permitted within the playing area (i.e., inside the fence surrounding the field of play).

Timekeeping - Official Match Time

- 5.30** It should be noted that the match clock on display at the venue does not necessarily accurately represent the official match time.
- 5.31** The home team, in conjunction with the visiting team if they so wish, shall be responsible for the keeping of match time. If a visiting team does not nominate anyone for this purpose, they must accept the timing of the host venue.
- 5.32** All decisions of the official timekeeper(s) shall be final and not open to review or appeal unless the SCJRL (or nominee), at their absolute discretion, so determines.
- 5.33** There is no time off in any competition rounds. Time-off will only be applicable for injuries in the second half of all SCJRL finals.
- 5.34** Match clocks should be in good working order and showing second hand if analogue or indicating seconds if digital.
- 5.35** A back-up system should also be available at all venues.

Sin Bin Operators

- 5.36** The host venue must nominate their personnel for timing of “temporary suspensions” and make themselves known prior to the start of the match.
- 5.37** If a visiting club does not nominate anyone for this purpose, they must accept the timing of the home team sin bin operator.
- 5.38** Operators must be provided with time pieces displaying minutes and seconds by their clubs.

Dismissed Players

Temporary Suspension (Sin Bin)

- 5.39** A player receiving a period of temporary suspension by the referee shall immediately leave the field of play and enter the sin bin area allocated by the home team and remain in that area until the end of the temporary suspension period.
- 5.40** The time of temporary suspension shall be ten (10) minutes and is for playing time only and shall commence after the referee signals time-on and/or when play recommences.
- 5.41** Suspended time does not include the half-time break and the player may rejoin the team for the halftime break only and shall cease at the end of the first period and resume upon the commencement of the second period.
- 5.42** If more than one player receives temporary suspension from the one incident, the players’ temporary suspension shall be equal and shall be entitled to return to the field of play together after the completion of their suspension.
- 5.43** Players re-entering the field of play shall do so from an onside position after reporting to the Touch Judge.

Permanently Dismissed Players (Send Off)

- 5.44** Any player permanently dismissed from the field (i.e., sent-off), must immediately retire to their team's dressing room until they have changed out of their playing uniform.
- 5.45** Under no circumstances can a dismissed player return to the players' bench.
- 5.46** The Referee shall complete the electronic Charge Sheet, Incident Report and Tick & Flick Form via the Referee's Association online submission process and submit the completed forms via the Referee's website, in which the Match Review Chairman, Operations Manager, League Secretary, Referee Association Secretary and Referee Co-Ordinator receive via email in PDF format. Clubs may request a copy of the Referee's Report from the SCJRL Secretary after they receive the Match Review Summary Sheet (see rule 3.5 for the timing of this).

REGISTRATION OF PLAYERS, COACHES AND VOLUNTEERS

Refer QRL Rules 4.1.4, 4.1.5, 4.1.6 & 4.2.1

NRL National Registration Policy [click here](#)

NRL National Clearances and Permit Policy [click here](#)

- 6.1** All Requests for Clearances between Sunshine Coast clubs will be reviewed from the 1st of January due to new requirements for insurance purposes.
As per the NRL National Clearance and Permits Policy, the source club has 10 working days to process the clearance. After this time, the relevant governing body can be requested to intervene and complete the clearance.
NB: Clubs are encouraged to communicate with the source club regarding all local transfers.
- 6.2** An approved 'Proof of Age' document must be sighted by the club and uploaded to the MySideline database. The date of birth and player name that is recorded on the registration form must match that which is on the Proof of Age document.
- 6.3** When a junior player is first registering to play rugby league or is registering with another club (including transferring into a club), one of the following forms of identification must be produced when necessary:
- An original Birth certificate,
 - An extract of a Birth certificate,
 - Driver's License /18+ card, or
 - Passport.
- 6.4** After 1st January each season, new and returning players to a club are not covered by insurance and must not be allowed to participate in training, trial matches and SCJRL fixtures until registered with the club via MySideline.
- 6.5** A player is deemed to be registered/reregistered with a club and may train and participate in training, trial matches and SCJRL premiership fixtures only after:
- The relevant player online registration has been duly completed (no missing information), the player and/or the parent/primary care provider has read and understands the statements and information pertaining to the registration/re-registration of a junior player.
- 6.6** Teams can be formed by a combination of players from different clubs. The team can only be created in one club, so the players from the second club need to be permitted to the first club through the MySideline system. Team staff must get the permits in place before the team sheet deadline of 12midnight Thursday night.
- 6.7** MySideline accepts registrations from December 1st each year. SCJRL will process clearances/permits and pending registrations until 3 weeks prior to the Final Series commencing. After this time, any pending registrations will be declined by the SCJRL Registrar.

- 6.8** Permits and Clearances that are outside the QRL Transfer 5 and 2 rule will be assessed via the Special Transfers and Permits Panel.

Age eligibility criteria for junior players

Refer QRL Rules 4.1.3

* Age as of 1 January	Eligible Age Groups**	MUST NOT PLAY
4*	U6	U7 or above
5	U6, U7	U8 or above
6	U7, U8	U9 or above
7	U8, U9	U10 or above
8	U9, U10	U11 or above
9	U10, U11	U12 or above
10	U11, U12	U13 or above
11	U12, U13	U14 or above
12	U13, U14	U15 or above
13	U14, U15	U16 or above
14	U15	U16 or above
15	U16	U17 or above

** A player may play in up two age groups if there is no immediate age group above their registered age group

Come and Try Policy

- 6.9** Players new to rugby league may participate in one (1) game for the purpose of deciding whether they wish to play rugby league. The player must have completed the registration link for the [Come & Try Agreement](#). Prior to their participating in a game, clubs must advise the SCJRL Registrar (via email) of the player's name and age, and which game they will be participating in. This 'Come and Try' policy is strictly for one game only.

18 Month Registration Window

- 6.10** All Junior players that are born in the second half of the calendar year (July 1 – 31 December) are eligible to apply for the 18-Month Registration Window.
- 6.11** All players will train in their correct age group for the first three rounds. Assessment of any players who wish to apply for a dispensation will occur during these rounds by the Coach, Club and League Executives. These applications will be actioned after the third round.
- 6.12** In the first instance a player within the Sunshine Coast Junior Rugby League wanting to be considered for the 18-month registration window a player must:
- Be born in the second half of the calendar year (1st July – 31st December).
 - Forfeit their right to play up an age group, including the players 'true' age group.
 - Not be considered for representative teams.
 - Not have any previous representative playing history.
 - Be deemed size appropriate. The League, or its nominee, at their discretion may use the approved weight for age charts provided by Queensland Health.
 - Not be eligible for 'portability' permit to any other competition.

Should an individual qualify based on the above the Sunshine Coast Junior Rugby League at their discretion they may also consider:

- The current club player numbers in the age group of which the player is seeking exemption to play in.
- The current club player numbers in the most age-appropriate age group for the player seeking exemption.
- An ongoing review of the players' performance should exemption be granted. This may include directing the player to participate in their most age appropriate at any stage.

Coach Registration [NRL National Registration Policy](#)

Refer QRL Rule 4.2.1

- 6.13** The club is required to register all coaches of teams via MySideline from 1st of January. The coaches are required to provide ID during the process of registration. A person appointed by a Club to any coaching position with a team/s in that club must at the time of appointment hold a current minimum NRL Coach Accreditation Certificate for that applicable age /grade. Also see [NRL National Coach Accreditation Policy](#)

Volunteer Registration [NRL National Registration Policy](#)

- 6.14** The club is required to register all volunteers such as team managers, sports trainers, leaguesafe, touch judges and other volunteers who hold any official position within the club via MySideline from 1st of January. The volunteers are required to provide ID during the process of registration.

MATCH OFFICIALS

Appointments

- 7.1** The match officials for Under 13 to Under 17 games will be appointed by the SCJRL Referees Association. The SCJRL Referees Association will be responsible for the payment of match officials for Under 13 to Under 17 games. Host clubs will be responsible for the appointment and payment for Under 6 to Under 12 match officials. Under 6 Coaches are to referee their own games. Under 7 Coaches are to referee their own games while in the Tag phase of the season. Once in the Tackle phase, accredited Referees must be appointed to games. The Sunshine Coast Referees Association will advise the minimum amount for each grade.
- 7.2** The home team shall be responsible for providing adequate security for the match official's dressing room, their entry to and exit from the playing field and venue.
- 7.3** Under no circumstances are match officials to be approached, questioned, or harassed in any way by club officials, players, or spectators either during, or after a match.
- 7.4** All complaints regarding the performance of the match officials shall be lodged in writing through the complainant's club in the first instance. The club executive will then decide whether to forward the complaint onto the SCJRL. All written complaints must be lodged in the SCJRL by close of business no more than two (2) days following the relevant match.
- 7.5** Under no circumstances are written complaints to be sent to the SCJRL Referees Association directly nor should any referee or SCJRL Referees Association Official be approached regarding the performance of any match official.

FINALS SERIES

Finals Series Competition Format

- 8.1** Where applicable a premiership competition shall be conducted and shall commence on such dates, times, and places as decided by the SCJRL. At the conclusion of the competition fixtures the team leading on the points table shall be number one (1) and the next team number two (2) and so on. The finals series will be an all-inclusive format for the U13 competitions.
- 8.2** The team at the top of the premiership table will be declared minor premiers.

8.3 Live streaming will occur for all Finals where feasible.

8.4 The fees payable to SCJRL by the host clubs for finals venues are follows in 2024:

- Semi Finals - \$150 per international game (plus GST),
- Preliminary Finals - \$250 per international game (plus GST), and
- Grand Finals - \$550 per international game (plus GST).

These fees will be reviewed annually.

8.5 Venues for Finals Series

Year	Semi 1	Semi 2	Prelim 1	Prelim 2	Grand Final
2024	Maroochydore JRL	Nambour JRL	Noosa JRL	Palmwoods	Beerwah JRL
2025	Beerwah JRL	Coolum JRL	Bribie Island	Beachmere	Stanley JRL
2026	Gympie JRL	Kawana JRL	Caboolture JRL	Caloundra JRL	Nambour JRL
2027	Noosa JRL	Beerwah JRL	Nambour JRL	Palmwoods	Maroochydore JRL
2028	Bribie Island	Coolum JRL	Maroochydore JRL	Beachmere	Noosa JRL
2029	Caboolture JRL	Caloundra JRL	Beerwah JRL	Kawana JRL	Gympie JRL
2030	Stanley JRL	Nambour JRL	Noosa JRL	Palmwoods	Bribie Island
2031	Maroochydore JRL	Gympie JRL	Caboolture JRL	Beachmere	Caloundra JRL

8.6 Top four (4) finals series

The following table show the games to be played in the SCJRL finals series:

Week	Match	Match Name	Team	Team
1	1	Elimination Semi Final	Team 3	Team 4
1	2	Qualifying Semi Final	Team 1	Team 2
2	3	Preliminary Final	Loser Game 2	Winner Game 1
3	4	Grand Final	Winner Game 2	Winner Game 3

8.7 The SCJRL retains the option to alter the format of Semi Finals and of increasing or reducing the numbers of teams eligible to contest Semi Finals.

8.8 Grand Finals for all Premiership grades will be played at the discretion of the SCJRL Executive, at a venue to be determined as per the schedule above.

8.9 At the conclusion of the premiership rounds if two (2) or more teams are equal in competition points, the final series rankings will be determined according to the following criteria:

- The greater positive difference between points scored for and against, then, if equal,
- The greater percentage of points scored for and against, being determined by:
 - Points scored for x 100
 - Points scored against x1,
 - then if equal,
 - The most tries scored, then if equal,
 - The most goals kicked, then if equal,
 - The most drop goals kicked, then if equal,
 - By the toss of a coin.

Eligibility for Finals

8.10 A player is eligible to play in the Finals provided they are registered and has played at least five games with that Team participating in the finals. A Core Division 1 player (refer rule 2.12 – Classification of players) cannot play in a Division 2 final.

8.11 Timelines around ensuring team lists are correct online by the following Monday morning at 12pm must be adhered to. There will be no recourse for any player that was manually entered on a team sheet, and was not entered online, after this time. (Refer rule 7.15)

Hosting Finals Series Matches

- 8.12** Clubs hosting finals games conduct these games for and on behalf of the SCJRL.
- 8.13** The SCJRL Management Committee sets an admission fee for these finals, which the host Club collects from all people that enter the grounds, excepting persons nominated by the SCJRL.

All Final Staffing & Requirements for Host Club

- 8.14** Host Clubs are to supply:
- At least two Games Controllers and two Crowd Controllers per field, (These people are NOT permitted to stand in team dugouts and must be positioned appropriately)
 - A public address system and announcer,
 - Gate staff,
 - A qualified Level 2 Sports Trainer,
 - Persons to carry out the duties of ball and kicking tee return,
 - Suitable timekeeping equipment and timekeeper who shall act as the recorder in the event of a drawn match.
 - A dedicated covered/sheltered area away from spectators for the provision of first aid for those players that have an injury that requires treatment off the field.

Team Lists for Finals Matches

- 8.15** All clubs participating in finals are required to load teams to MySideline by the deadlines in rules below
- 8.16** Cut-off for semi-finals is 9am on the Thursday preceding the semi-finals matches.
- 8.17** Cut-off for Preliminary finals is 9am on the Thursday preceding the preliminary finals matches.
- 8.18** Cut-off for Grand Finals is 9.00 am on the Tuesday preceding the scheduled matches.
- 8.19** Changes to team lists may be made up to 15 minutes before the game is played, as per the rules for fixture games, but, because of the rules about players eligibility for finals, advice of the change needs to be given to SCJRL Admin. These changes may not be reflected in the online match day program.
- 8.20** Only those players listed on the team list may participate in the match. No exceptions.
- 8.21** Only those players who qualify to take part in the finals are eligible. Breaches of the rules relating to player eligibility for finals as defined in these Rules, and any deliberate playing of core players in lower grades may result in the loss of the match and a maximum fine of \$500.00 per player being levied against the offending club.

Finals Gate Entry Fee

- 8.22** Gate Entry fee is \$5.00 per adult unless otherwise determined by the SCJRL.
- 8.23** Participating players, Referees, holders of official SCJRL passes, children under the age of 18 and aged pensioners only enter free of charge.
- 8.24** No other QRL match passes are acceptable.
- 8.25** Entry points are to be well sign-posted and controlled.
- 8.26** Each club secretary is to take reasonable action to ensure all club members are aware that a gate entry fee is payable for all Finals Matches including Under 12 games should it be relevant. Abuse of gate officials by host or visiting club members and their spectators will not be tolerated. The parent club of a guilty offender could also be subject to a fine.
- 8.27** All team staff are to pay the \$5.00 entry fee.

Duty Officials (Grand Final games)

- 8.28** Host clubs must provide sufficient duty officials to meet all game requirements, including:
- Advising the League Administrator, the names of appointed duty officials by the due date
 - Maintaining a minimum of two duty officials inside of the playing field perimeter in front of where spectators are gathered during a match (if possible, use four duty officials, two on

either side).

- Official timekeeper will be SCJRL Exec/QRL SC/NRL SC appointed staff.
- Referee escorts.
- Ground controller.

- 8.29** Visiting teams participating in a Final Series match will be required to supply a duty official to assist in the management of spectators.
- 8.30** All persons acting in the role of a duty official must wear the approved identifying vest and supply from their home club.
- 8.31** A 'briefing' for Host club duty officials explaining their responsibilities and role/s during the day is to be conducted by a member of the club's executive committee or ground controller prior to the commencement of the first match of the day and prior to any change of those persons undertaking the role and who did not attend the initial briefing.
- 8.32** Referees and touch judges are to be escorted on and off the field of play by the duty officials.

Match Balls and Ball Persons

- 8.33** Host clubs are to provide two (2) QRL official match balls in good condition per game.
- 8.34** Host clubs are to provide a minimum of two ball people for each game dressed in neutral colours to be readily distinguishable from players, touch judges, sports trainer or LeagueSafe.

Extra Time Finals Series Matches

Rule 5.33 provides the details of the ruling for time-off in Finals Series Matches.

- 8.35** If at the end of the prescribed periods of normal play the score is level, then extra time periods of five (5) minutes each way shall be played. Injury time out rules are still applicable.
- 8.36** The match will recommence with the Referee calling both captains together for a coin toss. The team who wins the toss will be given the option of choosing which end of the field to defend, or alternatively may elect to kick-off to commence play. If the team winning the toss elects to kick-off, the choice of ends reverts to the team losing the toss.
- 8.37** If in a Semi Final or Preliminary Final, scores are level at the completion of extra time the winner will be determined in the following manner:
Most Tries Scored, then (if equal),
First Try Scored, then (if no try scored),
First Score, then (if no score)
First Penalty Received.
- 8.38** If, in a Grand Final, scores remain level at the completion of extra time of five (5) minutes each way, the game will then go into golden point, after team's swap ends, with the first try, field goal or penalty goal winning the game.

BEHAVIOUR MANAGEMENT

QRL Member Protection Policy [click here](#)

All breaches of the Codes of Conduct are subject to the SCJRL Disciplinary and/or Judiciary Tribunal action under [QRL Rules Part 5](#)

Contact with the Media

QRL Rule 4.3 (e) & (f)

e) not, without the approval of the relevant Region Manager or nominee, write a column for publication in any newspaper or publish statements through any media source. Provided that such approval shall not at any time be unreasonably withheld and shall be deemed to continue until withdrawn by the relevant Region Manager or nominee;

f) not at any time, make any comment, in any publication whether written, televised or broadcast through social medium, which is determined to be detrimental to the interests, welfare or image of the Game;

Minimising Referee Abuse and Violent Behaviour

- 9.1** All clubs are responsible for taking whatever action is necessary to minimise/eliminate instances of referee abuse and violent behavior, both on and off the field.
- 9.2** Roles and Responsibilities of Host Club and Visiting Duty Officials are detailed in QRL Club Spot.
- 9.3** On every occasion where, in the referee's opinion, spectator abuse has reached an unacceptable level or becomes personal and/or violent behavior is becoming uncontrollable they have been requested to:
- Call time off; summon the closest (or both) duty official/s to the field and request the duty official/s take action to warn the spectators that any continuance of the abuse will cause the game to be called to an early end. If possible, identify the individual or group of perpetrator/s to the duty official/s.
 - Continue the game only after the warning has been passed on to the spectators.
 - If the identity of the perpetrator/s is known have the duty official/s request the person/s leave the ground. Do not restart the match until control is restored. If necessary, call the game off.
 - If the abuse continues or erupts at another time in the match; again, call time off, summon the duty officials, both coaches and both team captains and inform them of the intent to call the game to an early end.
 - In the case of uncontrollable violence occurring call the game over.
 - As with every other instance of a game being called to an early end, complete the match sheet, ensure the progressive score at the time the game was called off is recorded and the reason for the game being called early.
- 9.4** From the SCJRL perspective, the following guidelines will also apply in the event of a melee occurring, including:
- The allocation of win, loss and for and against points for the match will be determined by the SCJRL Management (or nominee); if deemed appropriate, premiership points will be deducted from the offending team.
 - Both clubs involved will be directed to investigate immediately into the incident and report their findings.
 - The team/s associated with the misconduct will be automatically suspended from the competition pending the outcome of an investigation by the club and any subsequent Disciplinary and/or Judiciary Tribunal Hearing that may take place.
 - Any games missed during this suspension will not be replayed. A forfeit will be recorded against the suspended team/s.
 - A review of the findings will be conducted to determine if, under the rules of the QRL, any charge is to be laid against an individual, team and/or club and if necessary, a SCJRL Disciplinary and/or Judiciary Tribunal Hearing will be conducted.
 - All reported incidents will be tracked to facilitate the identification of repeat offenders. Heavy penalties will be imposed and if necessary, teams may be withdrawn from the premiership

competition.

- Teams found to be continually involved in on-field violence or associated with unacceptable spectator behavior will be withdrawn from the competition.

Procedures for duty officials on spectator misconduct:

- If a spectator is abusive and/or violent during play, the duty officials must ask the spectator to comply with the NRL Code of Conduct.
- The duty officials are required to alert the referee immediately of any continued unacceptable spectator behaviour.
- If the duty official alerts the referee or the referee otherwise decides that any one or more spectators are engaging in unacceptable behaviour, the referee will suspend the game to allow the duty official to address the behaviour.
- If the unacceptable behaviour continues the referee will terminate the game and send a report to the SCJRL.

Important Note:

If the SCJRL determines a game has been terminated because of the conduct of a coach, team staff and/or spectators of a particular team, that team will be deemed to have forfeited the game irrespective of the score at the time. This will be applied for all Premiership and Finals Series games. In the Finals Series matches, this will have an influence on the makeup of remaining Finals Series matches.

Tribunals - Match Review/Judiciary/Disciplinary

Refer to [QRL Rules Part 5](#)

9.5 Disciplinary/Match Review and Tribunal timelines:

Sunday 9pm – all Referee Reports, requests for review** from the League Chairperson to be received by the League Secretary.

Tuesday 12pm – Match Review Summary Sheet distributed to all clubs.

Wednesday 12pm – Club to advise League whether early guilty plea or challenge decision at Tribunal hearing. If no response is received from the club, then it is deemed to be an early guilty plea.

Thursday – Judicial Tribunal Hearing.

Friday 3pm – Judiciary Result Summary Sheet distributed to all clubs and Notification of Outcome of Judiciary Tribunal Hearing letter sent to club.

** QRL rule 5.2 allows for a Club Chairperson to request a review of an incident in a game. If the League Chairperson is unavailable, he/she may delegate this to an appropriate person.

9.6 Review and/or citing of opposition player

A \$250 fee is payable by a club to request a review or citing of an opposition player as a result of an incident in a game. This fee is to be lodged with the League by midday on Monday and is refundable if the review and/or citing is successful.

If clubs are required to upload video this is to be finalized by midday on Monday for Match Review. Failure to do so will be an immediate \$500 (plus GST) fine.

FINES, BONDS AND PENALTIES

The Rules under which the SCJRL operates are designed to protect individuals and clubs and to provide a safe and manageable framework for junior rugby league competitions. To operate such a large organisation with a minimum of conflict it may become necessary to impose penalties for breaches of the rules.

- 10.1** One warning will be issued at the first meeting of the new season and all Clubs will be asked to

email that the directive is understood. If there is an incident after this, a fine will be issued.

- 10.2** Attendance at SCJRL meeting is mandatory and Clubs who do not attend two meetings in a row will be fined \$200.
- 10.3** The schedule of fines, bonds and penalties is outlined below. Where a penalty has not been assigned below for a breach of these Rules, the SCJRL (or nominee) may impose a fine of \$100.
- 10.4** For a first offence, a club or an individual may be warned, fined, placed under a good behaviour bond or both, or may face suspension or other penalties as determined by the SCJRL (or nominee).
- 10.5** Should a club or an individual re-offend within the same season, any bond held shall be forfeited and a further fine and/or bond or other penalty shall be imposed.

OFFENCE	PENALTY (plus GST)
Playing an unregistered player or using an unregistered referee	\$500 fine and \$500 bond and automatic forfeit for the game
Playing an ineligible player	\$300 fine and \$500 bond and automatic forfeit of the game
Failure to notify of a forfeit	\$200 fine and \$400 bond
Late notification of forfeit	\$100 fine and \$200 bond
Forfeiting the last round of the season	\$100 fine and \$200 bond
Withdrawal of player or teams from the field of play	\$250 fine and \$500 bond and loss of premiership points
Poaching players	\$500 fine and \$1000 bond and/or suspension from the game of rugby league
Noncompliance of field standards	\$100 fine for each offence and/or loss of home games
Clubs with teams failing to have all players in the registered Club uniform	\$100 fine for each breach
Clubs failing to attend SCJRL meetings (2 in a row)	\$200 fine for each breach

APPENDIX 1

Volunteer Resources

[QRL Clubhouse](#)

Equipment Hub

[Equipment Hub](#)

Get Involved

[Play, Assist and Learn](#)

Child Protection - Blue Card Policy

[click here](#)

Infectious Diseases – refer to NRL Infectious Disease Policy

[click here](#)

Head Injuries – refer to Guidelines for Management of Concussion

[click here](#)

NRL Return to Play Policy

[click here](#)

Sun Protection Policy	<u>click here</u>
Mixed Gender Policy	<u>click here</u>
NRL Member Protection Policy	<u>click here</u>
NRL Privacy Policy	<u>click here</u>
Unmanned Aerial Drone Policy	<u>click here</u>
Sports Glasses/Goggles Policy	<u>click here</u>
Mouthguard Policy	<u>click here</u>
Neck Injury and Cervical Collar Policy	<u>click here</u>
Pregnancy Policy	<u>click here</u>
On Field Personnel (NRL On Field Policy)	<u>click here</u>
Heat Policy	<u>click here</u>