



NSWRL
METRO CONFERENCE COMPETITIONS
2026 Competition By-Laws

Updated 1 December 2025



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CONFERENCE COMPETITIONS INFORMATION

This handbook incorporates the rules and By-Laws for all NSWRL Conference Competitions for the Districts and Clubs participating. NSWRL will determine the requirements in terms of Districts, Clubs and Teams entering into a Conference Competition.

These By-Laws should be read in conjunction with the NSWRL Community Rugby League Policies and Procedures Manual.

Note: All correspondence regarding any Conference Competition matter is to be directed through your local League Administrator or NSWRL Club & Competition Coordinator



COMPETITION BY-LAWS 2026

COMPETITIONS

1. Age Groups

- 1.1. Mixed (Tackle):
 - 1.1.1. Under 12s
- 1.2. Male (Tackle):
 - 1.2.1. Under 13s
 - 1.2.2. Under 14s
 - 1.2.3. Under 15s
 - 1.2.4. Under 16s
 - 1.2.5. Under 17s
 - 1.2.6. Under 18s
 - 1.2.7. Under 19s
 - 1.2.8. Under 20s and/or Under 21s
 - 1.2.9. Open Age
- 1.3. Female (Tackle)
- 1.4. Under 11s
 - 1.4.1. Under 13s
 - 1.4.2. Under 14s
 - 1.4.3. Under 15s
 - 1.4.4. Under 17s
 - 1.4.5. Open Age
- 1.5. Female (Blues Tag):
 - 1.5.1. Under 12s
 - 1.5.2. Under 14s
 - 1.5.3. Under 16s
 - 1.5.4. Under 18s
 - 1.5.5. Open Age
 - 1.5.6. Over 35s

2. Competition Points

2.1 Competition points are awarded as follows:

- a. Win = 3 points (also for a Team receiving a forfeit)
- b. Draw = 2 points
- c. Loss = 1 points
- d. Bye = 3 points
- e. Win on Forfeit = 3 points (29 pts for)
- f. Loss on Forfeit 0 points (-29 against)



- g. Washout Draw = 2 points
- h. Washout Round = 0 points (including BYES and forfeits in washed out rounds).

3. Facilities

- 3.1. The NSWRL Community Competitions Committee, in collaboration with the stakeholders, reserves the right to deem a venue unfit to play and either move or postpone the match.
- 3.2. It is to be noted that some local Community Rugby League venues have environments which may alter the rules of the game or bench/sin bin areas (i.e. kicking for touch for penalties). These will be explained at each venue and are to be determined by the Ground Manager, Match Officials and Club & Competition Coordinator (approval required by stakeholders group prior to commencement of season).
- 3.3. See NRL Junior League Preferred Facilities guidelines for more information.

4. Match Durations

4.1	Open Age (Male) Gold and Silver Division	2 x 35 minute halves
4.2	Open Age (Male) Bronze Division	2 x 30 minute halves
4.3	Open Age (Female)	2 x 30 minute halves
4.4	Under 16s, 17s, 18s, 19s, 20s and 21s (Male)	2 x 30 minute halves
4.5	Under 13s, 14s and 15s (Male)	2 x 25 minute halves
4.6	Under 13, 14s, 15s (Female)	2 x 25 minute halves
4.7	Under 17s (Female)	2 x 30 minute halves
4.8	Blues Tag Under 14s, 16s, 18s, Open Age	2 x 25 minute halves
4.9	Blues Tag Over 35s	2 x 25 minute halves
4.10	Under 11 (Female) & 12s (Mixed)	2 x 20 minute halves
4.11	Blues Tag Under 12s	2 x 20 minute halves
4.12	Half-time in all competitions is 10 minutes whistle to whistle maximum.	



ADMINISTRATION

5. Accreditation Requirements

- 5.1 Coaches must hold an age appropriate accreditation as per the NRL National Coach Accreditation Scheme.
- 5.2 Sports Trainers must also hold an age appropriate accreditation.
- 5.3 The NRL On-Field Policy must be complied with, and minimum accreditation requirements need to be met by all Teams before games can commence.
- 5.4 All Sports Trainers must comply with all aspects of the NRL On-Field Policy and related concussion management policies and procedures.
- 5.5 At all times, all Team Staff must comply with the direction of the Ground Manager/s and Match Officials.
- 5.6 At all times, all Team Staff should abide by the requirements of the NRL National Code of Conduct.
- 5.7 Only registered and appropriately accredited Team Staff are permitted to be inside the playing area.

6. Appeals and Protests (Competition Related)

- 6.1 In relation to NSWRL Conference Competition rules, “Protests” can be lodged when a Club believes the rules and / or procedures have not been adhered to (Clubs only can lodge appeals, not individuals).
- 6.2 If a Club wishes to lodge a Protest, a \$500.00 fee applies (payable to NSWRL). If the Protest is upheld, the \$500.00 fee will be refunded to the Club lodging the Protest.
- 6.3 All Protests should be in writing and addressed to the Junior League Administrator and be lodged or delivered to the Junior League by 4.00pm on the Tuesday following the match.
- 6.4 In all finals series matches, a Protest will only be accepted if “intention to protest” is marked on the Official Match Sheet within 15 minutes of the completion of the match in question. The name of the Team Official, and Club protesting must be included. Clubs will then need to outline the terms of the Protest as per 6.3.
- 6.5 If a Club wishes to lodge an Appeal on the outcome of a Protest, a \$500.00 fee applies (payable to NSWRL). If the Appeal is upheld, the \$500.00 fee will be refunded to the Club lodging the Appeal.
- 6.6 All Appeals and Protests will be in line with the NSWRL Community Rugby League Policies and Procedures Manual (Policy 1.10 Protests and Appeals).



7. Code of Conduct and Judiciary Procedures

- 7.1 Clubs are responsible for the conduct of their players, parents or carers of players, Coaches, Officials and Club supporters.
- 7.2 All Judiciary (send-offs), Code of Conduct and Appeal procedures are to be in line with NSWRL Community Rugby League Policies and Procedures Manual and NRL Code of Conduct.
- 7.3 All NSWRL Conference Competitions Code of Conduct and Judiciary incidents will be reviewed by the NSWRL Incident Review Committee.
- 7.4 The NSWRL “Tough Love in League” Policy will be implemented across all competitions (including Open Age).
- 7.5 Breaches of the Rugby League Code of Conduct and “Tough Love in League” Policy may result in penalties, including but not limited to:
 - 8.5.1. Suspension of a match.
 - 8.5.2. Termination of a match (including potential forfeiture of competition points).
 - 8.5.3. Monetary fines.
 - 8.5.4. Suspension of a participant on a temporary or permanent basis.
 - 8.5.5. Suspension of a Club, League or Association on a temporary or permanent basis.
- 7.6 The above penalties may be in addition to any penalty which may be imposed by a Judiciary Panel.
- 7.7 Venue, day and times for potential Code of Conduct and Judiciary hearings are the following:

Code of Conduct

NSWRL Headquarters: 12 -14 Dawn Fraser Avenue, Sydney Olympic Park
Wednesday nights from 6.00pm.

Judiciary

NSWRL Headquarters: 12-14 Dawn Fraser Avenue, Sydney Olympic Park
Thursday Nights from 6.00pm.

NSWRL reserves the right to conduct Judiciary or Code of Conduct Hearings via online platforms such as Microsoft Teams, Zoom or any other technology as they see fit.



Judiciary Offence Points Index

Please refer to NSWRL Policies and Procedures Manual 2026

<https://www.nswrl.com.au/contentassets/1d571d35b4264f349c39683f186aeb4d/2026-pp-manual>

Code of Conduct Points Index

Please refer to NSWRL Policies and Procedures Manual 2026

<https://www.nswrl.com.au/contentassets/1d571d35b4264f349c39683f186aeb4d/2026-pp-m>

8. Draws and Times

- 8.1 An annual season calendar, outlining dates of regular season and finals series rounds, will be distributed to all participating Leagues prior to the commencement of the season.
- 8.2 Draws will be created by NSWRL Club & Competition Coordinator in collaboration with the relevant local League Administrators.
- 8.3 Districts will be allocated matches of which the local League Administrator will be required to allocate time and venues (deadlines will be set to ensure a forward draw is available).
- 8.4 NSWRL views a “Home game” as a match played in a Team’s Home District.

9. Fines

- 9.1 NSWRL are the only entity permitted to issue fines for Rules and By-Law breaches for Clubs/Teams playing in NSWRL Conference Competitions.
- 9.2 See NSWRL Community Rugby League Policies and Procedures Manual in relation to fines schedule (Policy 1.5 Fines and Fees).

10. Forfeits

- 10.1 Forfeits must be notified to your Junior League Administrator and the NSWRL Community Competitions Coordinator in writing by no later than midday of the Friday before the match. For matches scheduled on a Friday evening, forfeits must be notified by midday, on the Thursday before the match.
- 10.2 Any forfeit after this point in time will incur a \$400 fine payable to the NSW Rugby League within 30 days of the forfeit (if not paid the Team will be forced to forfeit the following match) – proceeds will be distributed to the Clubs/district affected by the forfeit at the discretion of NSWRL. A second late forfeit by the same team will incur an \$800 fine.



- 10.3 Any Team who submits a late Forfeit for the second time in the season will lose two (2) Competition points.
- 10.4 Any Team that receives a forfeit will have twenty-nine (29) points added to their “points for” and -29 (-29) “points against”.
- 10.5 Any Team that forfeits in the final three (3) rounds of the season and are final series contenders will need to show cause to the NSWRL Community Competitions Committee as to why they should not be disqualified from the competition.
- 10.6 Any Team that forfeits / withdraws in the final three (3) rounds of the season and are not finals series contenders will need to show cause to the NSWRL Community Competitions Committee as to why they should not incur a \$400 fine payable to NSWRL, regardless of the time of notification specified in Section 10.1.
- 10.7 Any Team that forfeits two (2) times throughout the regular season will need to show cause to the NSWRL Community Competitions Committee as to why they should not be disqualified from the competition.
- 10.8 For eligibility purposes, a list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the District Administrator by the Club RECEIVING the forfeit before 5pm of the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes.
- 10.9 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits (Policy 3.8 Forfeits) and minimum player numbers (Policy 4.24 Number of Players on the Field).

11. Grading / Re-Grading

- 11.1 Grading of age groups will be determined by the NSWRL Community Competitions Committee in collaboration with the Stakeholders group of each Conference Competition.
- 11.2 Previous season results and player movement will be taken into consideration.
- 11.3 Clubs will have the ability to nominate a division however, this will only be a recommendation and cannot be guaranteed.
- 11.4 The NSWRL Community Competitions Coordinator, in collaboration with the Stakeholders group, will have the ability to move Teams from their current division as of a date confirmed prior to the commencement of each season.
- 11.5 Once the regrade has been completed no further requests will be considered.
- 11.6 If a Team is promoted to a higher division, they will be placed in 4th position on the competition ladder with equal points and for and against as the current 4th placed Team.
- 11.7 If there are multiple Teams in 4th position an average for and against points will be calculated.
- 11.8 If a Team is relegated to a lower division, their points will carry across along with for and against points.



11.9 Any team that is withdrawn from a Competition post Re-Grade, will incur a \$500 withdrawal fee to be paid by the Club concerned.

12. Player Movement

12.1 Players may move between lower and higher age groups and divisions throughout the competition season (subject to specific conditions below), however during finals series, qualifications and eligibility will apply:

(Under 12s to 18s)

12.2 When playing up an age see NSWRL Community Rugby League Policies and Procedures Manual (Policy 2.20 Playing a Player Above Their Natural Age Group (Playing Up). Application and consent is required.

12.3 Any player playing up an age group or division must be handwritten on the sign on sheet.

12.4 Within the same age group, a player may play in a higher DIVISION a maximum of four (4) matches. On the fifth occasion, a player will be considered to be part of the secondary Team (the higher division Team) and are no longer permitted to play in their primary Team regardless of whether the player also plays for their primary Team on the same day/weekend.

12.5 Players cannot play in a lower division in their age group to which they hold their primary registration.

12.6 When playing up an age group, players may play in a Team that is an equivalent, higher or one division lower to that of their primary Team with the following conditions:

- If playing up an age group in an equivalent or higher division, a player may play up in a higher AGE GROUP a maximum of four (4) matches. On the fifth occasion, a player will be considered to be part of the secondary Team (no longer permitted to play in the primary Team) however, if the player also plays for their primary Team the same day/weekend, this WILL NOT count towards the quota of four (4) matches.
- Junior Representative players (Harold Matthews, SG Ball, Johns and Daley Cup Competitions) are an exception to the above rule and can only play in an equivalent or higher division when playing up an age group (excluding SG Ball and Daley Cup players playing up in U/20's and Open Age Competitions).

12.7 A player may not participate for a secondary Team at the expense of player registered to that Team as their primary Team.

12.8 Players moving between divisions and age groups only count towards registrations numbers in their primary Team registration cap (primary Team may change considering above conditions).

12.9 Under 17s and 18s are to adhere to the above rules when playing up in U/19s, U/20s, U/21s and Open Age competitions.



- 12.10 If a Club has more than one Team in the same competition and division, no player movement will be allowed between the two Teams. The Club may apply to the NSWRL Community Competitions Committee for consideration of exceptional circumstances to allow identified players to move no more than once during the season.
- 12.11 As per the NRL Laws of the Game, a player in the Under 12s age group is not permitted to play up in the Under 14s age group as players in Mod Age groups are not allowed to play up more than one (1) year above their natural age.

(Under 19s and Above)

- 12.12 Players are free to move from their primary Team to a secondary Team that is either an equivalent, higher or one division lower where necessary however, players cannot play in a Team that is two divisions lower than their primary Team.
- 12.14 In Open Age Competitions, when a higher grade Team has a BYE, players can only participate for a lower grade team if they have previously participated for the same Team prior to the BYE. If they have never played for that Team, then they cannot play. This includes Teams from NSWRL Major Competitions (Sydney Shield, Ron Massey Cup, Jersey Flegg and Harvey Norman Women's Premiership). Similarly, should a higher grade team forfeit, players can only participate for the lower grade team if they have previously participated for that lower grade team prior to that weekend's forfeit.
- 12.15 Players moving between divisions/age groups only count towards registration numbers of their primary Team, not the secondary Team.
- 12.16 If a Club has more than one Team in the same competition and division, no player movement will be allowed between the two. A Club may apply for consideration of exceptional circumstances to allow identified players to move no more than once during the season.

(Higher Level Competitions)

- 12.17 Players who participate in any higher level NSWRL Major Competitions (Sydney Shield, Ron Massey Cup, Jersey Flegg and Harvey Norman's Women's Premiership) or Junior Representative Competitions (Harold Matthews, SG Ball and Tarsha Gale), shall not be permitted to return and play in any Conference Competitions on that same weekend.
- 12.18 Should a Team involved in the Final Series of either Harold Matthews, SG Ball or Tarsha Gale Competitions be deemed after their game to be eliminated from that competition then this would be the only exception to this rule and would be permitted to play on the same weekend pending District approval and completion of relevant registration / clearances.



12.19 Any Clubs with a link to a NSWRL Major Competition Team (Sydney Shield, Jersey Flegg, Ron Massey Cup and Harvey Norman Women's Premiership) are only permitted to play five (5) players from that higher-level Team on the one weekend in the relevant Conference Competition (no more than five (5) can participate). In Silver and Bronze Competitions the maximum number of players from Major Competitions permitted to play in these divisions on any one weekend, will be capped at three (3) players. NRLW players may only play in Open Women's Gold Competitions and will be included in the five (5) player, Major Competitions cap. Players who have taken the field in four (4) or more NRLW matches (within the previous two (2) seasons), will be considered to be NRLW players.

12.20 A player will be considered a 'Major Competition' player once they have played four (4) or more combined matches in any Major Competition in that season. In reference to rule 12.19 if a player on portability has played less than four 'Major Competition' matches, they will not be considered as part of the five (5) player quota when playing in the relevant Conference Competition.

12.21 NSWRL Jersey Flegg Under 21 players are permitted to participate in any NSWRL Conference Competition within their natural age group.

12.22 NSW Cup players are not permitted to play in NSWRL Conference Competitions.

12.23 Administrators will "lock" squads in MySideline at the completion of Round 3. Clubs will need to contact Administrators to add any new players.

13. Registrations

13.1 All players and Team staff must register via MySideline with their appropriate District through their participating Club (this is the responsibility of the Club).

13.2 A player cannot participate in any competition until a clearance or permit, if applicable, has been fully approved via MySideline data base or new registration approved (this is the responsibility of the Club).

13.3 Under 12s, Under 13s and 14s: maximum registration numbers per Team in all competitions in these age groups is twenty-two (22) players.

13.4 Under 15s to 18s: maximum registration numbers per Team in all competitions in these age groups is twenty-five (25) players.

13.5 Under 19s, Under 20s and Under 21s, maximum registration numbers per Team is twenty-eight (28) players.

13.6 In Open Age Teams (Male and Female) registration numbers per Team are unlimited.

13.7 Players from a NSWRL Major Competition (Sydney Shield, Ron Massey Cup, Jersey Flegg or Harvey Norman Women's Premiership) on a portability agreement with a Team in a NSWRL Conference Competition will be included in the maximum registration number quota up to a maximum of five (5) positions within the quota however, there are no restrictions on the number of players that can be used on a portability agreement during the regular season.



- 13.8 Girls Under 13s, 14s, 15s and 17s: maximum registration numbers per Team in all competitions in these age groups is twenty (20) players.
- 13.9 Blues Tag Under 10s and 12s maximum registration numbers per Team in all competitions is fifteen (15) players.
- 13.10 Blues Tag Under 14s to Open Age maximum registration numbers per Team in all competitions in these age groups is twenty (20) players.
- 13.11 Over 35s Blues Tag maximum registration numbers per Team is unlimited.
- 13.12 Clubs will be required to submit a Team List for each nominated Team two weeks prior to the commencement of the regular season.
- 13.13 MySideline Team squads will be updated by League Administrators and will be locked at a League Administration level after three competition rounds.
- 13.14 Any additional players that join a Team, and need to be added to the squad, will need to be forwarded to League Administrators for action.
- 13.15 Players participating in NSWRL Metro Conference Competitions cannot be contracted or paid by their Community Rugby League Club, or any associated entity (including sponsors), to participate in any fixture.

14. De-registration / Unassigning Players from a Team

- 14.1 If a player registers to a Club/Team and DOES NOT participate in any match, they may be de-registered and will not count towards the maximum registration number quota.
- 14.2 A player CANNOT be de-registered and removed from the 'active participants' list in the MySideline system if they have participated in a match for a Team/Club however, they can be unassigned from that Team. Players remain as registered participants for insurance purposes but are ineligible to participate for that Club for the remainder of the season.
- 14.3 Once a player is unassigned from a Team, they cannot be re-assigned and are no longer eligible to participate for that Club for the remainder of the season.
- 14.4 Under 13s to 18s and Girls Under 13s to 17s: maximum number of players that can be unassigned prior to June 30 is four (4) players. Players remain registered participants for insurance purposes but ineligible to participate for that Club for the remainder of the season.
- 14.5 Under 19s Under 20s, and Under 21s (male and female) maximum number of players that can be unassigned prior to June 30 is seven (7) players. Players remain registered participants for insurance purposes but ineligible to participate for that Club for the remainder of the season.
- 14.6 Blues Tag Under 10s to Open Age: maximum number of un-assigning players prior to June 30 is four (4) players. Players remain registered participants for insurance purposes but ineligible to participate in that Team.



Registration Caps per Team	Maximum Registrations	Unassigned From Team	Registration Caps Per Team	Maximum Registrations	Unassigned From Team
Male/Mixed Tackle			Female Tackle		
U12	22	4	U11	20	4
U13	22	4	U13	22	4
U14	22	4	U14	22	4
U15	25	4	U15	25	4
U16	25	4	U17	25	4
U17	25	4	Open Age	Unlimited	7
U18	25	4	Female Tag		
U19	28	7	U12	15	4
U20	28	7	U14	20	4
U21	28	7	U16	20	4
Open Age	Unlimited	7	U18	20	4
			Open Age	20	4

Note Rules Pertaining to Players in Major Competitions

15. Team Nominations

- 15.1 Teams must nominate under a singular Club entity. That is, separate Teams cannot merge and play as a non-existent entity.
- 15.2 The NSWRL Community Competitions Coordinator, in collaboration with the stakeholders group, reserve the right to add Teams up until the completion of round three (3). Under exceptional circumstances, application for a Team nomination after Round three (3) may be submitted to the NSWRL Community Competitions Coordinator for consideration.
- 15.3 Clubs must submit Team nominations to their local League Administrator by a determined date and time prior to the commencement of the competition using the correct nomination form (NSWRL supplied).
- 15.4 Minimum number of registered players required for a Team to be nominated is the following:
 - a. Under 12s (Mixed) / Under 13s (Female) – thirteen (13)
 - b. Under 13s to Open Age (Male & Female) – thirteen (13)
 - c. Under 11s (Girls) – eleven (11)
 - d. Under 10s and 12s Blues Tag – eight (8)
 - e. Under 14s, 16s, 18s, Open Age and Over 35s Blues Tag – eleven (11)
- 15.5 Should a Club **remove a Team** from an Open Age Competition, the Team removed MUST be from the lower Division from which they are competing in. For Example, if a Club has Silver and Bronze Open Age Teams, the Bronze Team must be removed from the Competition.



GAME DAY RULES

16. Cancellation / Postponement / Abandonment of Matches

Emergency Circumstances

16.1 Emergency circumstances may include:

16.1.1 Any circumstances deemed to be an emergency by the NSWRL Community Competitions Committee, in collaboration with the stakeholders, or stipulated in the NSWRL Community Rugby League Policies and Procedures Manual.

16.2 If any such occurrence arises, the procedure shall be as follows:

16.2.1 In collaboration with the stakeholders, Match Official and Ground Manager, the NSWRL Community Competitions Committee shall make the final determination if the match will continue.

16.2.2 If a match is to be delayed due to severe weather conditions, the Ground Manager, in conjunction with the Match Official, will make a decision on the length of delay or cancellation.

16.2.3 See NSWRL Community Rugby League Policies and Procedures Manual (Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play) for more information.

Ground Changes / Deferred Games

16.3 If a change to the original scheduled venue is required, it must first be approved by the NSWRL Community Competitions Coordinator and stakeholders.

16.4 Any mass changes due to unforeseeable ground unavailability are required to be finalised and communicated by 4pm on the Friday prior to the match (note: a small amount of games may be moved in certain late notice circumstances due to unforeseeable reasons e.g. wet weather/washouts).

16.5 No venue changes will be accepted past this point in time.

16.6 Abandoned matches (due to foul play) will not be replayed.
Abandoned matches where a full half has been deemed to be not completed due to inclement weather or serious injury will be replayed. These matches will be scheduled by the hosting District for the following Tuesday or Wednesday night. Should one Team not be available for the replay, then they will forfeit the match. Should neither Team be available, the match will be officially abandoned, and no competition points will be allocated.

16.7 It is the Hosting Club's responsibility to ensure that the District Administrator and NSWRL Club and Competition Coordinator are notified of any abandoned matches that have occurred at the venue before 12pm on the Monday following the match.



16.8 If a match was abandoned, it must also be clearly written on the front of BOTH Team sheets with the reason for abandonment (i.e. foul play, injury, electrical storm).
* Refer to NSWRL Community Rugby League Policies and Procedures Manual Section 3.1 for further information.

17. Dismissed Players

Temporarily Dismissed Players (Sin Binned)

17.1 A player who is temporarily suspended (sin-binned) must immediately retire from the playing field to an area designated by the Ground Manager until the period of temporary suspension has expired.

17.2 Time of suspension begins only when the referee restarts play or indicates time on (time is to be in accordance with actual playing time).

17.3 If more than one player is temporarily suspended in relation to the same incident, the period of temporary suspension commences at the same time and players will return to the field together.

17.4 When the temporary suspension expires, players must enter the field of play from an onside position.

17.5 Temporary suspension does not include time off and half time. The period of temporary suspension is the actual time that the ball is in play.

17.6 Periods of temporary suspensions (sin-bin) will be 10 minutes across all competitions.

Permanently Dismissed Players (Sent Off)

17.7 A player who is permanently dismissed (sent off) must immediately retire to the Team's dressing room, or an area outside of the playing area designated by the Ground Manager until they have changed out of their playing uniform.

17.8 After changing, the player must not re-enter the playing area, under any circumstances and will be deemed as a spectator.

17.9 Ground Managers must ensure that any permanently dismissed players are made aware that a formal Notice of Charge will be issued the Tuesday following the match under the NSWRL Community Rugby League Policies and Procedures Manual (Policy 7.1 Judiciary Code of Procedure).



18. First Aid / Sports Trainers

- 18.1 NRL On Field Policy must be adhered to with respect to trainers.
- 18.2 Minimum “League Safe” accreditation to enter the field of play.
- 18.3 Each Team must ensure that they have met the minimum Sports Trainer requirements as per the NRL On Field Policy (Tackle - U13 to U15 one League First Aid per Team / Tackle – U16 and above one Level 1 Sports Trainer per Team / Blues Tag – U12 to U14 one League First Aid per match / Blues Tag – U16 and above one Level 1 Sports Trainer per team).
- 18.4 For any reason if a Team does not meet the minimum requirements as per the NRL On Field Policy then the match MUST NOT commence
- 18.5 Coaches and players must not act as a trainer in any match.
- 18.6 Trainers must comply with any direction or instruction from the Match Officials or Ground Manager.
- 18.7 Trainers must not make argumentative, disparaging, derogatory or offensive comments to any Match Official or Ground Manager.
- 18.8 All trainers who enter the field of play must possess proof of accreditation in the form of NRL Trainers accreditation and have it available to the Ground Manager.
- 18.9 Trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player.

19. Ground Managers

- 19.1 Home Clubs (in some cases, Districts) are responsible for appointing Ground Managers to venues during matches.
- 19.2 Ground Managers are responsible for ensuring sign on processes are adhered to, results sheets are filled in correctly and in a timely manner after each match, general control of matches in accordance with NSWRL Policies and Procedures, liaising with Match Officials, enforcing correct trainer/manager/Coach and spectator behaviour, ensuring appropriate judiciary reports forms/sheets are available to the Match Officials and provided to all parties concerned in the event of an incident
- 19.3 They are required to be visible at all times during matches either at the officials table or on the sideline and wearing the NSWRL provided purple Ground Manager vest.
- 19.4 They will be heavily involved in the enforcement of the NRL Code of Conduct for off-field concerns, in particular, being aware of the NSWRL Metro Conference Competitions – 2026 Competition By-Laws and reporting of incidents.



20. Head Injury and Concussion Management

20.1 See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.17 Head Injury and Concussion Guidelines), and the NRL On-Field Policy.

21. Interchange

21.1 Mixed and Female tackle competitions (Under 11): Up to a maximum of twenty (20) players are allowed to participate in each match. This includes the starting eleven (11) and up to nine (9) reserves. Minimum game time rules as per the Laws of the Game apply (all players must play an unbroken half).

21.2 Male and female tackle competitions (Under 13 and above): Up to a maximum of twenty (20) players are allowed to participate in each match. This includes the starting thirteen (13) and up to seven (7) reserves.

21.3 Mixed / Female Under 11 competitions: Unlimited interchange will apply (in association with Laws of the Game stating all players must play an unbroken half).

21.4 Male GOLD competitions (Under 13 and above) will be LIMITED INTERCHANGE: a maximum number of ten (10) interchanges will be allowed only.

21.5 Male SILVER and BRONZE competitions: Unlimited interchange will apply.

21.6 Female tackle competitions: Unlimited interchange will apply for all female tackle competitions.

21.7 Blues Tag competitions: Unlimited interchange will apply for all Blues Tag competitions.

21.8 In the event of a head injury or concussion, in competitions with limited interchange, a free interchange will be given for the player leaving the field however, that player will not be permitted to return to the field of play for the remainder of the match with no exceptions and regardless of further review by a Sports Trainer. If the HIA Free Replacement card is used, it must be marked on the Sign on Sheet and head injury / concussion protocols will apply.

21.9 In periods of extra time during finals series matches in competitions with limited interchange, each Team will receive two (2) additional interchanges. These are additional to any remaining interchanges a Team may have at the conclusion of normal match time.

21.10 Blues Tag: The following numbers are allowed to participate in each match:

21.10.1 U10's and U12's: Up to a maximum of fifteen (15) players are allowed to participate in each match. This includes the starting eight (8) and up to seven (7) reserves.

21.10.2 U14's to Open Age: Up to a maximum of eighteen (18) players are allowed to participate in each match. This includes the starting eleven (11) and up to seven (7) reserves.

21.10.3 Over 35's: Up to a maximum of eighteen (18) players are allowed to participate in each match. This includes the starting eleven (11) and up to seven (7) reserves.



21.11 Teams may only have the maximum number of players allowed to participate in each match, as outlined above, dressed for a match (i.e. where the maximum number of players is 20, a Team cannot dress 22 players for a match).

22. On Field Playing Apparel (Uniforms)

22.1 All Clubs and Teams must adhere to the NSWRL Licensing Program. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 2.9 Licensing Program) for more information.

22.2 When Team colours clash, the away Team should arrange to play in a different set of jerseys.

22.3 All jerseys are to be clearly numbered with NO duplicates.

23. Player / Team Staff Identification

23.1 A condition of NSWRL Conference Competitions is that a player or volunteer is NOT permitted to participate in a match without a digital player registration identification card being present (NO CARD – NO PLAY).

23.2 Cards must be present prior to the commencement of any competition match with all players / Team staff to sign on accordingly.

23.3 In the event of exceptional circumstances, the local League Administrators should be contacted. If the circumstances were unforeseeable, and it can be proven that registration on MySideline with an appropriate identification photo exists, the Teams will be instructed to continue the match with the players' / Team staff names to be recorded and checked post-match.

24. Sideline Area / Bench Locations

24.1 Both the home and away Team benches must be on the same side of the field.

24.2 Where Team benches are located within the playing area e.g. inside the fence, the following provisions must be adhered to:

24.2.1 Under no circumstances is “barracking” or abuse from the bench permitted. This also refers to advice or assistance to the Match Officials in relation to their performance or how they should carry out their duties.

24.2.2 Personnel on the bench may comprise only those people directly related to the conduct of the match itself e.g. Coaches, reserve players, trainers and Team manager with a requirement to be clearly identified with a vest or shirt and have official identification.

24.2.3 Under no circumstances is a suspended player permitted inside the playing area / on the bench.

24.2.4 The Ground Manager may request any person on the bench to leave at any time.

24.2.5 Players and Officials on the bench must, at all times, remain at the bench allocated to their Team (except for warm-ups).



- 24.2.6 No one besides the Ground Manager can approach the Match Officials.
- 24.2.7 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.
- 24.2.8 No members of the general public are permitted within the playing area.

25. Sign on Sheets / Results Sheets

- 25.1 All Clubs must use NSWRL Conference Competition sign on sheets.
- 25.2 District Administrators and / or host Clubs are required to supply NSWRL Conference Competition sign on sheets for game day.
- 25.3 Starting Players must sign on a minimum 15 minutes prior to the scheduled start time
- 25.4 The Ground Manager will be responsible for sign on sheets to be completed in a timely manner.
- 25.5 Both Teams are required to go through the same process when signing on (this isn't to be different between home and away Teams).
- 25.6 If a player does not sign on, they will NOT be deemed to have played in that match for eligibility purposes.
- 25.7 Replacements must not sign on until they are required to take the field and are to be marked on the sign on sheet as an interchange player (either with a * or "I").
- 25.8 A player who takes part in a different division or age group to their primary Team is required to be written on the sign on sheet and noted accordingly (i.e. U20 player listed).
- 25.9 All sin bins and send offs must be recorded on the sign on sheet.
- 25.10 Once signed on, Teams are permitted to carry out warmups or return to change rooms.
- 25.11 The local League Administrator and / or Club is responsible for ensuring result sheets are collected and entered onto MySideline.

26. Time Off and Scheduled Time Delays

- 26.1 Up to 5 minutes time off for all circumstances allowed in the SECOND HALF ONLY during regular competition matches.
- 26.2 In the event of injury or weather (or another unexpected event) causing a delay in a match the following will apply:
 - 26.3 If the delay is greater than 30 minutes, the match will be terminated.
 - 26.4 If the delay is less than 30 minutes the match will resume.
 - 26.5 If the match is terminated, and a full half has been completed, the team leading the match will be declared the winners. If scores were level a draw will be allocated.
- 26.6 A Team shall be allowed a maximum of 15 minutes after a match's scheduled starting time to take the field without any prior confirmation of delay. After 15 minutes the match will be deemed a forfeit.



- 26.7 The game times will remain as is after the 15 minute period with consideration around shortening half time break.
- 26.8 See NSWRL Community Rugby League Policies and Procedures Manual (Section 3.1 (Abandoned Matches Due to Injury, Inclement Weather or Foul Play) and Section 4.20 (Making Changes to the Duration of a Game) for further information.
- 26.9 Should a match be unable to commence at the scheduled time for any unforeseeable reason, injury or extraordinary event the following needs to be applied:
 - a. Consideration needs to be taken for how many matches are left in the day, lighting and the minimum times. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.20 Making Changes to the Duration of a Game) for more information.
 - b. Minimum times when reducing time (ensuring equal halves):
 - i. Under 12s (Mixed) Under 13s, 14s and 15s (Male & Female) 12.5 minute halves with 5 minutes half time break.
 - ii. Under 16s, 17s (Male & Female) 18s, 19s, 20s, 21s and Open Age Bronze Division (Male) and Open Age (Female): 15 minute halves with 5 minutes half time break
 - iii. Open Age Gold and Silver Division (Male): 17 minute halves with 5 minutes half time break.
 - iv. Blues Tag Under 10s and 12s: 10 minute halves with 5 minutes half time break.
 - v. Blues Tag Under 14s to Over 35s: 12 minute halves with 5 minutes half time break.

27. Time Keeping

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



28. Washout Policy

- 28.1 In Conference Competitions, where one District is washed out due to field unavailability, all other competition matches scheduled in other Districts will be played as scheduled. (i.e. if Balmain District is washed out, and South Sydney District is playable, all competition matches scheduled for South Sydney will be played as per the draw).
- 28.2 If 50% (fifty percent) of available matches are completed in any one competition (i.e. Central Northern Under 17 Gold) on one weekend, the round will be deemed as COMPLETED. A BYE is not considered as an available match. A Forfeit is considered as an available match.
- 28.3 Any match not played in that competition due to ground closures / wash outs in what is deemed as a COMPLETED round (with 50% or more games played) will receive a WASH OUT DRAW (i.e. both Teams will be allocated 2 competition points and a 17-17 draw recorded).
- 28.4 For the purposes of player qualifications, any match deemed a WASH OUT DRAW will count towards both Finals Series Qualifications and count as a game served for any suspended participant. Matches that are not played in a washout draw round will count towards player suspensions. They will also count as a match played for finals series qualification purposes.
- 28.5 Should less than 50% of competition matches in any one competition be completed, the whole round for that particular competition will be deemed as CANCELLED and no competition points will be recorded, regardless of if a match has been played or not. All results will be reset to POSTPONED, including BYES and FORFEITS.
- 28.6 Any game played in a round that is subsequently CANCELLED due to less than 50% of competition matches being played in any competition will count towards Finals Series Qualifications for any players that participated in those matches.
- 28.7 If an entire round of a specific competition is washed out, then no player will be credited with playing a match in that round.



Comp Size (teams)	Played	Washouts	Byes	Action
5	1	1	1	Counts
6	1	2	0	Does not count
6	2	1	0	Counts
7	1	2	1	Does not count
7	2	1	1	Counts
8	3	1	0	Counts
8	2	2	0	Counts
8	1	3	0	Does not count
9	1	3	1	Does not count
9	2	2	1	Counts
9	3	1	1	Counts
10	2	3	0	Does not count
10	3	2	0	Counts
10	4	1	0	Counts
11	1	4	1	Does not count
11	2	3	1	Does not count
11	3	2	1	Counts
11	4	1	1	Counts

In a 7 team comp, if three teams win and three lose on any weekend, 15 competition points are allocated.

Team 1, Team 2 and team 3 win = 9, plus Team 4, Team 5 and Team 6 lose = 12, Team 7 Bye – 15 Competition points.

With a washout draw, where two games are played, 15 competition points are also allocated across the competition, making it as equitable as possible.

*Available matches include those where a forfeit is entered. Byes do not count as available matches.



FINALS SERIES

29. Finals Series Structure

29.1 The format of Competition Finals Series will be a four (4) Team format. Formats will be confirmed after Regrade and will depend on the final number of Teams in each competition. All Finals Series will be run in a three week format:

4 Team example

Week 1 –

Game 1 (Semi) – 1 v 2

Game 2 (Semi) – 3 v 4 (elimination)

Week 2 –

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

Week 3 –

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

29.2 Districts for all finals matches will be determined by the position on the ladder:
Semi-Finals – Home District for highest ranked Team
Finals – Home District for the highest ranked remaining Team
Grand Final (4 Team) – Home District for the winner of the Major Semi-Final
All districts are encouraged to play final series matches at a “neutral venue” where possible.

29.3 Grand Final matches only may be played across Friday, Saturday and Sunday pending availability and how many matches are drawn to play in any given District. In exceptional circumstances, application must be submitted to the NSWRL Community Competitions Coordinator for approval.

29.4 At all Grand Final matches, each participating Club must provide a Ground Manager to assist the League Staff on game day.

29.5 If Teams are on equal points at the end of the competition regular season, “for and against” points will determine semi-final placings for all positions. If equal, most points for will determine placings followed by least points against. If the same, then individual results of both Teams playing each other will be taken into account (no play offs).

29.6 Any Team breaching Competition By-Laws in any Conference Competition finals series match, regardless of their position, may be disqualified from the Competition.

29.7 If a Team withdraws from any competition or is disqualified from any finals series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

29.8 If any finals match is deemed a washout, the highest ranked team will go through.



30. Drawn Matches and Extra Time (Finals)

- 30.1 In semi-final and finals matches, if scores are equal at the conclusion of normal time, then a period of golden point extra time will follow in the form of two 10 minute periods (straight turnaround). If a Team scores a try or kicks a goal / field goal at any stage within this extra time period, the referee will terminate the game with the Team scoring the points declared the winner. If no points are scored at the conclusion of the 10-minute periods, the higher ranked Team at the conclusion of the normal rounds will be declared the winner.
- 30.2 In tackle Grand Finals, if scores are equal at the conclusion of normal time, then a period of golden point extra time will follow in the form of two 10-minute periods (straight turnaround). If a Team scores a try or kicks a goal / field goal at any stage within this extra time period, the referee will terminate the game with the Team scoring the points declared the winner. If no points are scored at the conclusion of the two 10 minute periods, both Teams will be declared joint premiers.
- 30.3 In ALL Tag Finals, if scores are equal at the conclusion of normal time, then a period of golden point extra time will follow in the form of two 5-minute periods (straight turnaround). If a Team scores a try or kicks a goal / field goal at any stage within this extra time period, the referee will terminate the game with the Team scoring the points declared the winner. If no points are scored at the conclusion of the two 5 minute periods, both Teams will be declared joint premiers.
- 30.4 Where interchange rules apply, Teams will be given an extra two (2) interchanges during the entire extra time period. Any unused interchanges will be added to the 2 extra interchanges.



31. Loss of Time and Time Off (Finals)

- 31.1 In the event of injury or weather (or another unexpected event) causing a delay in a final's series match the following will apply:
 - 31.2 If the delay is greater than 30 minutes, the match will be terminated.
 - 31.3 If the delay is less than 30 minutes the match will resume.
 - 31.4 If the match is terminated, and a full half has been completed, the team leading the match will be declared the winners. If scores are level, joint Premiers will be declared in Grand Final matches. If scores are level in Semi Final or Qualifying Finals matches, the team who finished higher on Competition ladders at the completion of regular season matches will be declared the winner.
 - 31.5 In all finals series matches, all time off shall be allowed in both halves.

32. Finals Eligibility

- 32.1 The eligibility of a player to participate in any final series match (Semi-final, Final and Grand Final) will be determined based on the participants playing record on the completion of the regular rounds of competition.
 - 32.1.1 League Administrators will compile a list of Finals eligible players at the conclusion of the regular season. Squad lists will be locked once eligibility lists are finalised.
 - 32.1.2 Clubs MUST submit a Finals Series Squad List online (via MySideline) by 9PM Thursday prior to weekend Matches, every week of the Finals Series. This List should include any and all players eligible to play in a particular Match, even those from younger Age Groups or Divisions.
 - 32.1.3 League Administrators will collate Match Day Team Sheets from the Squad List submitted by Clubs. These Match Day Team Sheets will not be amended once distributed. That is, only the players listed on the Match Day Team Sheet can participate in that weekends Match. No Handwritten members can be added to these lists to play in the Match.
 - 32.1.4 Coaches cannot act in a Trainers role for the same team they were allocated to as a Coach
 - 32.1.5 Suspended Players cannot seek dispensation to play finals.
- 32.2 In all competitions, the number of matches required to qualify for a finals series will be 1/3 (one third) of scheduled regular season rounds in the competition (i.e. in a competition with 12 scheduled regular season rounds, a player must have played a minimum of four (4) regular season matches over the course of the season for the same Team to be eligible to play in a finals series for that Team ($12 \times 1/3 = 4.0$). In a competition with 16 scheduled regular, a player must have played a minimum of five (5) regular season matches over the course of the season for the same Team to be eligible to play in a final series for that Team ($16 \times 1/3 = 5.3$).) Rounded down to the nearest whole number.



Under 12s to 18s

32.3 Once a player qualifies for one Team, they may be eligible and permitted to play for another Team at the same Club by application only to the NSWRL Club Competitions Committee. That is, players can seek to play in another age group or division other than the one they qualified for. The players must have played for the team they are requesting to play for, during the current regular season.

Under 19s and Above

32.4 A player will qualify for finals in the Team where they have played the majority of their matches during the regular season. If the majority of matches played are in a higher division, they may not play in a lower division. This includes NSWRL Major Competition players (Jersey Flegg, Sydney Shield, Harvey Norman Women's Premiership and Ron Massey Cup).

32.5 If matches played across competitions are even at the end of the regular season, the player will be eligible for both the higher and lower division.

Major Competitions Players

32.6 A 'Major Competition' player will qualify for finals in the Team where they have played the majority of matches during the regular season. If the combined majority of matches played are in a Major Competition, they may not play in any Conference Competition Finals series.

32.7 If a 'Major Competition' player plays in more than one NSWRL Major Competition throughout the season (For example, a player who plays in both Ron Massey and Sydney Shield matches in the same season), the accumulated total of matches played across these competitions will count as matches played in a Major Competition.

All Competitions Conditions

32.8 If a player fails to play enough regular season matches to qualify for finals series games due to serious injury, adequate medical proof is required to be submitted to the NSWRL Club Competitions Committee for approval or denial within 14 days of when the injury occurred. Adequate medical proof will not be accepted after 14 days. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the period of injury, then an application on medical grounds will be denied.

32.9 If the player was registered late and there were limited matches available due to wet weather, then application can be made to the NSWRL Club Competitions Committee for approval or denial for exception to these rules. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the washout rounds, then an application on limited available rounds will be denied.



- 32.10 For Finals qualification purposes, matches forfeited by the opposition count towards finals qualifications.
- 32.11 The minimum regular competition matches required to qualify for the Team RECEIVING the forfeit. A list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the NSWRL Club and Competitions Committee and the District Administrator by the Club RECEIVING the forfeit before 5pm of the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes.
- 32.12 Playing unregistered or unqualified players in any Finals Series match will result in the match to be deemed a forfeit and the offending Team being disqualified from the Finals with possible further breaches applied.
- 32.13 It is the responsibility of Clubs to ensure that any player who participates in a finals series match has successfully met the minimum qualification requirements.
- 32.14 If an entire round of a specific competition is washed out then no player will be credited with playing a match in that round for finals qualification purposes.

Player Eligibility	Finals Eligibility		Counts Towards Player Suspension		Note
	Yes	No	Yes	No	
Washout Draw	Green	Green	Green	Green	Team Sheet must be submitted to the League
Complete Round Washout		Red			
Receiving Forfeit	Green	Green	Green	Green	Team Sheet must be submitted to the League
Giving Forfeit		Red		Red	
Regular Competition Match	Green	Green	Green	Green	
End of Season Play Off Match	Green	Green	Green	Green	Team Sheet must be submitted to the League
Final Series Match	N/A	N/A	Green	Green	Team Sheet must be submitted to the League
Bye		Red		Red	
Trial (Official or Unofficial)		Red		Red	



SITUATIONS NOT COVERED

33. Determinations

33.1 NSWRL Determination shall be final should any situation arise that is not covered under these rules including making adjustments to these rules where applicable.



34. 18 Month Registration Window – Single Age Tackle Conference Competitions

After consultation with stakeholders, the 18 Month Registration Window has been approved for all tackle NSWRL Metro Conference Competitions.

The following rules will apply to players that wish to play down an age group under this rule:

1. Players must apply to their local League for permission for dispensation to play down an age group under the 18 Month Registration Window (players to register their intent to play down at the point of registration and / or complete an online form)
2. Players must be born within the 6 months prior to their natural age group (July to December – example diagram below)

2025 Under 17s (2008)												2025 Under 16s (2008)											
Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec
ELIGIBLE IN THE 18 MONTH REGISTRATION																							

3. Players will be denied permission if they have participated in any representative competition
4. Players will be denied permission if they have participated in a Division 1 (Gold) competition in the past two seasons in their natural age group
5. Players will be denied permission if they have participated in an elite District, Group or Regional Development match within the past two seasons
6. Players must acknowledge that their application and approval is subject to review at any point during the season
7. Players approved to play down an age group will not be allowed to participate in their natural age group for the season
8. Players must acknowledge that if they provide incorrect information at the time of application their team may be liable for loss of competition points
9. Teams will be capped to have a maximum of 2 players approved to play down under the 18 Month Registration Window



35. 15 Month Registration Window – Dual Age Tackle Conference Competitions

After consultation with stakeholders, the 15 Month Registration Window (Dual Age) has been approved for all tackle NSWRL Metro Conference Competitions.

The following rules will apply to players that wish to play down an age group under this rule:

1. Players must apply to their local League for permission for dispensation to play down an age group under the 15 Month Registration Window (Dual Age Group) (players must complete an online form)
2. Players must be born within the 3 months prior to their natural age group (October to December – example diagram below)

2025 Under 17s (2008)												2025 Under 16s (2008)											
Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sept	Oct	Nov	Dec
ELIGIBLE IN THE 15 MONTH REGISTRATION																							

3. Players will be denied permission if they have participated in any representative competition
4. Players will be denied permission if they have participated in an elite District, Group or Regional Development match within the past two seasons
5. Players must acknowledge that their application and approval is subject to review at any point during the season
6. Players approved to play down an age group will not be allowed to participate in their natural age group for the season
7. Players must acknowledge that if they provide incorrect information at the time of application their team may be liable for loss of competition points

Link for online application form:

<https://www.cognitoforms.com/NewSouthWalesRugbyLeague/2026CentralSydney18MonthSingleAgeCompetitions15MonthDualAgeCompetitionsWindowApp>

Determinations made by Administrators under the 18/15 Month Window policy are final and no Appeals or further determinations will be heard. It is to be considered a privilege (and not a right) to play down an age group for the benefit of the individual and NOT the Club concerned.

Any exemption to play down an age group must not contravene the NRL mixed gender policy. Mixed gender participation in Rugby League Competitions is permitted up to and including the calendar year (1 January to 31 December) in which they attain the age of 12 years.

NOTE CAREFULLY – Any single team, will only be permitted to have a maximum of 4 players play down an age group. Clubs will also need to refer to 34.9 and 35.8 of this Handbook when making applications.