



CANBERRA REGION RUGBY LEAGUE INC 2026 JUNIOR COMPETITION RULES

These are subject to change. The appendices at the end of this document will override the local CRRL rules previously agreed too. In cases where rules are in conflict or a situation is not covered, the NSWRL Policies and Procedures will apply.

1. Competition Rules and Conduct

Matches shall be played in accordance with the rules set out herein.

- a. The Canberra Region Rugby League (CRRL) shall conduct Competition in age groups Under 6 to Under 17 inclusive as well as the Ladies League Tag, George Tooke Shield and Canberra Raiders Cup.
- b. In Junior Competitions (U6's to U17's inclusive) there shall not be less than six (6) entrants unless otherwise agreed upon by the Junior Competition Sub Committee (JCSC).
- c. All Competitions and methods of conducting such Competitions must be determined by the JCSC prior to the first Competition Match each year.
- d. In all Competitions, a series of Matches shall be played. In such series in each Competition, each Club must play one another at least once where possible in each group or division in which the Club is drawn.

2. Composition of Competition

The Junior Sub-Committee, shall be empowered to determine the composition, structure, and method of conducting competition each season, having considered any submission made by a Member Club in relation to their teams.

- a. The Junior Sub Committee Chairperson shall be appointed by the Canberra Region Rugby League Committee prior to the first meeting in March 2026.
- b. The Junior Sub Committee shall be comprised of a maximum of two nominated persons from each Club and each club shall only have 1 vote per decision.
- c. The Junior Sub Committee shall meet once per month starting in March 2026 and finishing in October 2026. With a minimum of 1 in 3 of those meetings to be face to face where practical. The exception is that if there are no pressing issues, the meeting will be deferred till the following month.

3. Playing Times

Matches shall be conducted as set out below:

| | |
|--|----------------|
| Leaguestart Under 6 & 7 | 4 x 8 minutes |
| Mini League Under 8 & 9 | 4 x 8 minutes |
| Mod League Under 10, 11 & 12 mixed tackle competitions as well as U13 female tackle. | 2 x 20 minutes |
| U10, U11 & U12 League Tag | 2 x 20 minutes |
| International Under 13, 14, & 15 male tackle as well as U14 & U15 female tackle | 2 x 25 minutes |
| U14 & 16 League Tag | 2 x 25 minutes |
| International Under 16 & 17 male and female tackle competitions | 2 x 30 minutes |

4. Match Football Sizes

| | |
|---------------------------------|--------------------|
| Leaguestart – Mini U6 to U9 | Mini Size |
| Mod League U10-U12 & U13 Female | Mod Size |
| International U13 Male -U17 | International Size |



5. Ladder and Competition Points

For Competitions U6 to U12 no premiership ladder will be maintained. For competitions U13-U17, a premiership ladder shall be maintained for the duration of the home and away matches as follows:

- a. Even Number of Teams within a Competition
 - Win Two (2) points.
 - Draw 1 point for each team.
 - Loss Nil points awarded.
 - Forfeit Two (2) points awarded to the non-offending team.
If a team forfeits for an outside of Canberra team (South Coast Marlins, Cooma, Yass, Goulburn and Crookwell), then the offending team will also be deducted 2 competition points. If the same team forfeits twice against any outside of Canberra Clubs, then they will no longer be eligible for finals and the following season they will have to travel to the outside of Canberra Club twice. (Therefore, forgoing all home games against the relevant teams)
 - Team Bye Nil (0) points for the team that has the Bye
 - Washout Nil (0) points to be awarded to any team.
- b. Uneven Number of Teams with Uneven Byes – Percentage Ladder
 - i. The teams will be positioned in the order of Team's "Winning Percentage" or "Match Ratio" in place of total premiership points accrued. A team's match ratio will be the percentage of wins against matches played (draws will be 0.5 of a win). Where more than one Team has the same "Match Ratio" those clubs will be positioned on the premiership ladder in order of percentages calculated from the points scored for and against, by such clubs. Forfeits will count as played and won by the opposing team. For points will be awarded after Round 7 as per rule 15(g).
 - ii. The premiership ladder will not count cancelled matches as matches played and thus 'Match Ratio' is only affected by the number of games played where a win, lose or draw can be affected.

6. Conducting of U6-U12 and U13 Female Tackle Football

- a. All football conducted by the CRRL for age groups 6-12 years inclusive is a development competition and there are no finals in these age groups at the end of the competition season. All players are to play a minimum of two unbroken quarters.
- b. Tackle only - Under 10-12 Mixed tackle and U13 Female Tackle - players can be interchanged in the first half at the 10-minute mark only. Those players interchanged on and off the field must play the whole second half.
- c. League Tag - Under 10-12 years there are unlimited interchanges.
- d. In the 10-12 age group and U13 Female Tackle Competition, a DH or FR bib can only be worn by any player once per game/per bib. Example: Player 9' can wear the DH bib in the first half but cannot wear the DH or FR bib again the same game (except in extra time in finals).
- e. If a player wearing a Bib is injured but then returns to the field within 3-minute injury time they may put the bib back on for the rest of the half only, then rule 6d applies. If it is over 3 minutes, then the player cannot wear a bib again for the duration of the match.

7. Player Development Framework

- a. Rugby League for the U6 age group shall be LeagueTag only.
- b. Rugby League for the U7 age group shall be:
 - i. Rounds 1 – 6 Players will play LeagueTag on gamedays whilst completing the Tackle Ready Program during Training. Both Coaches are permitted on the field.
 - ii. Round 7 – Players will tackle on gamedays. Both Coaches permitted on field.
 - iii. Round 8 – 14 Players will play tackle on gamedays, and coaches are not permitted on field.
- c. Rugby League for the U10-U17 age groups shall be as follows:
 - i. Premierships shall only be played for in the U13-U17 age groups in 2026.
 - ii. There will be a staged transition starting with the U10 age group of 2023. The U10 age group of 2024 will not be eligible for a premiership until 2027 when they are in the U13 age group.



Photo Rugby League Learning - Player Development Framework

8. Cancellation of Round

- a. Where grounds either in the ACT or NSW are closed, the round shall be cancelled, and the next round shall be played the following weekend. The cancelled round will be replayed on the designated washout round if feasible. If not feasible then the round shall not be played and no points awarded. The round will be declared a washout. Refer 5.1 No points will be awarded.
- b. If an out-of-town team's ground is closed with more than 2 days warning and the rest of ACT/NSW grounds are still open, then the affected clubs will have the opportunity to move their games to an available location.



9. Arrangement of Matches, Trials, Games and Carnivals

No Club may arrange any Matches, Trial Games or Carnivals during the season without prior notification to CRRL via a submission of the Application to Trial form. All events must be sanctioned by NSWRL.

10. Team Nominations

Member Clubs are to complete a Team Nomination form and submit this, with the required team nomination fee, to CRRL by the date determined by the CRRL Junior Competition Administrator for 2026.

11. Entering of Teams after Completion of Draw

- a. In relation to competitions playing for a premiership (U13-U17) no Team or Teams shall be entered after the competition draw has been made unless there is a bye in the draw, or a team has withdrawn. No Team or Teams will be entered after the completion of round one.
- b. In relation to competitions NOT playing for a premiership (U6-U12) this may be considered on a case-by-case basis by the CRRL.

12. Allocations of Teams in Divisions

- a. Teams will be allocated in Divisions based on their performance in the previous season.
 - i. For Division 2 and 3, the teams that were in the Grand Final, in the previous year, will move up to the next Division.
 - ii. For Division 1 and 2, the teams that finish in the bottom two of the ladder in the previous year, may move down to the next Division.
 - iii. Any requests for these to be altered, must be made in writing via the Club Secretary/President to the CRRL no less than 4 weeks prior to the Season starting.
- b. Post Round 3, the JSC will assess all competitions to ensure that all teams are adequately allocated based on their performance in Rounds 1-3. For a team to be individually assessed, a request must be made in writing via the Club Secretary/President no less than 4 days prior then the commencement of Round 3.

13. Number of Players

- a. The maximum and minimum number of players on the field in any one age group are as follows:

| AGE GROUP | MINIMUM PLAYERS | MAXIMUM PLAYERS |
|--|-----------------|-----------------|
| Under 6 League Tag | 4 | 6 |
| Under 7 | 4 | 6 |
| Under 8 & 9 | 6 | 8 |
| Under 8 League Tag | 6 | 8 |
| Under 10 & 11 | 8 | 11 |
| Under 10 & 11 League Tag | 6 | 8 |
| Under 12 Mixed Tackle and U13 Female Tackle | 11 | 13 |
| Under 12 League Tag | 6 | 8 |
| Under 14 & 16 League Tag | 8 | 11 |
| Under 13 Male Tackle, 14, 15, 16 & 17 Male and Female Tackle | 9 | 13 |

- b. In the event of any team playing with less than the required number of players, it shall be the duty of the opposing Captain or Team Official to draw the Referee's attention to the fact.
- c. In the event of a team having less than the minimum required number of players, the game shall be terminated immediately, and the match awarded to the opposing side.
- d. Should a team begin a match with less than the maximum required number of players, it may fill the vacant place(s) at any time before the commencement of the second half.
- e. If a team has more than the maximum number of players on the field at any one time, because of a substitute player entering the field of play prior to the player they are replacing leaving the field of play, then any points scored by that team, while more than the allowed number of players are on the field are voided. Also, that team may have competition points deducted that are equal to the number of points awarded for a competition win.
- f. If such orders are not obeyed, the Referee shall award the match to the non-offending side.
- g. In the event of a team having less than the maximum number of players, in either the regular playing season or finals series, to take to the field at the commencement of a game then the opposing team must match the reduced players' number if 24 hours' notice has been received. This notice must also be sent to the CRRL and Opposition Club. The CRRL will decide and advise on such matters.
- h. In the case that 13g has been invoked the following adjustments to the field width will apply:



| AGE GROUP | MAXIMUM PLAYERS | Field Width | 13G Field Width |
|--|-----------------|-------------|-------------------------|
| | | | 1 - 3 less players |
| Under 10 & 11 | 11 | 48 | 38m (5m less per side) |
| Under 10 League Tag | 8 | 48 | 38m (5m less per side) |
| Under 12 Mixed and 13 Female Tackle | 13 | 68 | 48m (10m less per side) |
| Under 12 League Tag | 8 | 48 | 38m (5m less per side) |
| Under 14 & 16 League Tag | 11 | 68 | 48m (10m less per side) |
| Under 13 Male tackle, 14, 15, 16 & 17 Male and Female Tackle | 13 | 68 | 48m (10m less per side) |

14. Unqualified Players

- Any Club playing an unqualified player shall be deducted two (2) competition points or equal to a win (if placed on a percentage ladder) regardless of whether they had a win or loss in the game. The competition points will be awarded to the non-offending team.
- Any Club who plays a player exceeding the age limit in any grade shall be deducted two competition points or equal to a win (if placed on a percentage ladder) regardless of whether they had a win or loss in the game. The Competition points will be awarded to the non-offending team.

15. Forfeits

Any Team upon forfeiting on three (3) occasions during the preliminary rounds, shall be excluded from being eligible to compete for the Premiership of the current year.

- The League Administrator shall send a reminder notice after the 2nd Forfeit is recorded to remind of the 3 Forfeit Rule.
- After receiving notification of the 3rd Forfeit, the League Administrator shall request a "show cause notice" to be provided by the Secretary of the Club within 7 Days – to explain why the offending team should not be excluded from the Finals series of the current year.
- Any team unable to play a match for which it is drawn is to advise the opposing Club and the League no later the 4pm on the Friday prior to the scheduled Sunday game and 12pm on the Thursday for a Friday night scheduled. Should a team forfeit a match without the required notice, the following will be applicable:

| Instances | Ages Applicable | Fees |
|---------------------------------|---------------------|-------------------------------|
| First Instance | All competitions | Referees Fees |
| Second and Subsequent instances | U6-U12 Competitions | \$100 fine plus Referees fees |
| | U13-17 Competitions | \$200 fine plus Referees fees |

- Any team that forfeits on match day will be subject to a fine for costs incurred by the non-offending team on top of the forfeit fee.
- In the case of inclement weather and in Leaguestart and Mini rule games only, the team coaches may mutually agree to abandon any game due to the weather or state of the ground. Any such match will not be recorded as a forfeit and no fine will be imposed by the CRRL if they are notified by 12pm the Monday following the scheduled Sunday match. Any non-competitive age group (U6-12s inclusive), upon declaring a forfeit at the set time of each match, may play a friendly game if both teams agree to the game and the Referee appointed to the match referees the game. Players can be used by the other team to make up numbers for the game to take place. This game will be recorded as a forfeit.
- Where Club Teams forfeit matches during the last four (4) rounds of the Competition, said Teams may not be eligible to appear in the final series for the season. Teams affected by the rule will have the opportunity to appeal on the condition that the circumstances of the forfeit are provided to CRRL by 9am on the following Monday morning.
- If a forfeit occurs, a score will not be awarded until the first half of the competition has been completed. The score to be awarded to the team forfeited to will be the average points difference of every losing game played (by the team forfeiting) in the first half of the competition. When the average points difference is less than eleven, then the score awarded to the team forfeited to will be eleven (11). The score awarded to the team forfeiting will be zero.
- Any team forfeiting an away game will have their next home game against who they forfeited to revoked and will have to play that team away.

16. Mercy Rule

Any competition game in the U13s to U17s age groups in both Tag and Tackle must cease after a score has reached a 60-point margin. The Managers must report this score to the Referee officiating the game.



17. Power to Annul a Match

- a. The CRRL shall have the power to annul a match and order it to be replayed on the grounds of misconduct or in any instance where an infringement of the Rules or Competition Rules has been made.
- b. The CRRL shall have the power to postpone a match where a minimum number of players are absent (see table below) due to **representative duties while playing Rugby League (other than Harold Matthews or SG Ball) or attendance at a mandatory school camp***, and where the team is unable to field a side with the remaining registered players. Catch-up dates will be set by the CRRL, and any team failing to meet those dates will forfeit the game. A catch-up/washout round will be identified at the commencement of the season if the schedule allows.

| Ages | Number of players | Result |
|-----------|-------------------|-------------------------|
| U10 – U12 | Minimum 4 players | Games to be rescheduled |
| U13 – U17 | Minimum 5 players | Games to be rescheduled |

**Please note that evidence must be provided and confirmed with the school prior to approval to verify that the camp is grade dependent.*

18. Time Off during Play

- a. An NRL qualified Sports Trainer, who decides that a player is seriously injured and requires careful attention or removal from the ground, shall order the game to be halted until the removal is complete. Refer to Rule 18B.
- b. There is no time off in normal competition matches. If an injury occurs in the first half, the clock will not cease until half time. The second half is not to commence until the injured player has been cleared from the playing field. The clock will restart once play recommences. If restart of the game is longer than 30 minutes from the end of halftime, then the game will be called off and replayed at a later date to be determined by the League.
- c. If in any competitive age group, a game has not played more than half and the game cannot continue (for any reason other than disciplinary reasons), the game can be replayed at another time to be determined by the CRRL. If the game has played more than one half, then the score at the time the game was called off will be recorded as the final score.
- d. If a game is called off for disciplinary reasons, then the CRRL Committee will make the decision on whether the game is to be replayed and/or whether the score is to be recorded.

19. Judiciary Committee

Judiciary guidelines are part of the CRRL Constitution. Any player dismissed from the field during a match for misconduct must take no further part in any game until such time as he/she has attended a CRRL Judiciary hearing, at a date and time to be advised by the CRRL.

20. Suspensions

- a. In the case of a suspension, a forfeit to the offender's team shall count as one competition match for the purpose of that player's suspension.
- b. A bye or washout shall not be considered for the purpose of determining whether or not a player has served a suspension.

21. Offence Disqualified Player

A Member Club or Member thereof shall be deemed to be guilty of an offence against the Constitution, Competition Rules or By-Laws, if they allow any person under suspension or disqualification to take part in any match as either a player or an Official.

22. Disqualification of Players & Officials

- a. Any Member, Player or Official of a Club, while under disqualification, shall not be eligible to hold any position or office in any such Club.
- b. Please address any inquiries regarding the disqualified players or officials to the League Administrator.

23. Player Sent to Sin Bin or Sent Off

- a. A player sent to the Sin Bin must proceed immediately to the designated area.
- b. Any player dismissed from the field of play/sent off shall vacate the playing enclosure and will remove his/her playing jersey (resume ordinary attire) or cover with a non-playing jumper. The offending player may not re-enter the official's area or roped off/playing area at any time.



24. Appeals and Protests

- a. The CRRL Committee hear all appeals and protests from any person, member Club or constituent League aggrieved by a decision of the JCSC or Junior Competition Administrator.
- b. An Appeal shall not operate as a stay of the decision of the JCSC or Junior Competition Administrator.
- c. When a protest is lodged in connection with age, it will be necessary for the Player or Players concerned to produce their Birth Certificate or Extracts as proof of age.
- d. The Appeals Panel will be made up of 3 Independent Persons from CRRL Committee Members or NSWRL.
- e. Request for Appeals in relation to player transfers or dispensations must be sent in writing via the Club Secretary/President within 7 days of the decision notification and must be accompanied by at \$200 fee payable to the CRRL.
- f. The Appeal will be held without attendance of the player or club requesting the appeal. The Player/Club must submit all relevant documentation via their Club Secretary and President.
- g. In relation to Player Transfer Appeals, the CRRL Administrator will notify the Club the Player is requesting to leave so they have an opportunity to supply a response to be considered by the Appeal Panel. In turn the Club will also be notified of the Appeal Panels decision.
- h. The fee will be refundable if the Appeal is successful.

25. Mini & Mod League – Replacement by Referee

- a. Any Player in Mini or Mod Rule competitions, who is replaced during the game by the Referee for misconduct, must be dealt with by their Club for the first offence. All instances of misconduct (including the first offense) that result in the replacement of a player must be reported by the referee to the Executive Officer of the Referee's Association. This report will then be sent to the local league with the potential code of conduct action available to the league.
- b. For a Player's second or subsequent offences, they will be automatically suspended for two competition matches.

26. Minor Complaints

All minor complaints between Member Clubs shall be dealt with by the Committees of the respective Clubs in the first instance. If the matter is resolved, the Clubs should inform the CRRL in writing as to the outcome. If no resolution is forthcoming after due process, then the complaint should be forwarded in writing to the CRRL Office.

27. Players Registration

- a. All player and volunteer registrations must be completed using the Mysideline online database. Each first-time registration must be accompanied by an acceptable form of identification and a photo of the person being registered i.e. copy of Birth Certificate, Passport or Driver's License.
- b. A registration will not be deemed completed until such time as the participant has supplied the CRRL Junior Competition Administrator with an authorized player identification i.e. copy of Birth Certificate or Passport and photo.
- c. The Junior Competition Administrator with assistance from the CRRL Committee when required, shall be empowered to investigate the qualifications of players and all matters in dispute regarding signing-on, transfers, registrations, overage players and any infringement of the rules covering registration.
- d. The maximum and minimum number of players that can be registered in any one age group are as follows:

| AGE GROUP | MINIMUM PLAYERS | MAXIMUM PLAYERS |
|------------------------------|-----------------|-----------------|
| Under 6 League Tag | 6 | 10 |
| Under 7 | 6 | 10 |
| Under 8 & 9 | 8 | 12 |
| Under 8 League Tag | 8 | 12 |
| Under 10 & 11 | 11 | 16 |
| Under 12 | 13 | 18 |
| Under 10, 11 & 12 League Tag | 8 | 12 |
| Under 14 & 16 League Tag | 11 | 16 |
| Under 13-17 | 13 | 20 |

- e. All Players of Member Clubs must be registered before taking part in any Competition Match, training, trial or carnival.
- f. Registrations must be certified by CRRL who shall endorse such Registrations.
- g. Players or Parents/Guardians registering their child are subject to disqualification if the particulars contained therein are found to be incorrect or misrepresented.
- h. Any Player wishing to play under an assumed name for personal reasons must register his/her legal name with CRRL who will treat the matter with the utmost confidence.
- i. Any Club playing an unregistered Player shall lose the Match or Matches in which such offending Player took part. After one warning a fine will be imposed of \$300 and the competition points awarded to the opposing team..
- j. Girls up to and including Under 12 age group may play in the CRRL mixed Competition. Girls aged over 12 must play in the organized girls' competitions.



28. Registration and De-Registration Fees

- CRRL will advise each year of the amount that is required for insurance from each player registering with a Club.
- CRRL is entitled to keep the insurance amount of all players who complete a registration which is lodged with CRRL as they were deemed to be registered, and the amount is to be forwarded to the Insurance Company. This will be known as a de-registration fee.
- If a player transfers under permit from one club to another, a fee of \$30.00 is payable to the player's original club to cover insurance costs. The balance of the registration fee is payable to the club to which the player has been permitted.

29. Transfer of Players

- Registered Players of the CRRL may transfer between Clubs. A request for clearance must be commenced by the receiving Club or Player via entering a clearance request via the Mysideline database.
- A player applying for transfer cannot participate in training, carnivals, or Competition games until the outcome of the clearance is forwarded to the Secretary/Recorder of the player's new club and the entire process is complete.
- Transfer under this rule must be completed by the thirtieth (30th) of June each year.
- Any player who is selected for any of the squads listed below must return to the Club that they were playing with when selected and play the remainder of that season and the following season with that Club.

| Male/Female | Competitions |
|-------------|--|
| Males | U12, U15, U18 or Open ACT or NSW Schoolboys |
| | Andrew Johns Cup (U16) |
| | Laurie Daley Cup (U18) |
| | Country Representatives |
| | Harold Matthews Cup (U17) |
| | SG Ball Cup(U19) |
| | Raiders Academy |
| Female | U16 & U18 ACT or NSW Schoolgirls |
| | Lisa Fiaola Cup (U16-U17) either Raiders or Monaro |
| | Tasha Gale Cup (U18- U19) |
| | Valkyrie Squad |

Please note that for your playing history to be considered, you must be named in the final squad of the above-mentioned NSWRL Sanctioned Competitions.

If there is a genuine reason* for the player to transfer to another Club, then the CRRL must receive a request from the parent/s via the Club Secretary/President, outlining the reasons in full for seeking a clearance. In this circumstance, said player may not transfer to any team that has:

- 4 or more players that have been listed in the Final Squads listed above. They may, however, transfer to a team with:
- 3 or less players that have been listed in the Final Squads listed above.

This is to be reviewed each season.

*If the genuine reason (or one of) is mental health, then the relevant application for Transfer Permission or Registration Permission is accompanied by medical, psychological or other professional evidence which satisfactorily demonstrates that it would be likely to be of serious detriment to the mental health and wellbeing of the Player, if the Transfer Permission or Registration Permission (as the circumstances dictate) was refused

- Any player who was a permanently registered team member (not a casual/fill-in player) who participated in a Grand Final in the previous season is not permitted to apply for a clearance or permit to join another team that also participated in a Grand Final that same year. If the Club they wish to transfer to fields a team that did not participate in a Grand Final in the previous season, the player must register with that non-participating team. They are not permitted to play in the Grand Final-participating team at any stage during the season. Should such a player take the field for a Grand Final-participating team, the offending team will be penalised with a deduction of 2 competition points.
- No player from a Division 1 team can apply for a clearance into any Division 1 team that played in a Division 1 Grand Final in the previous year. If the Club, they wish to transfer to has a Division 2 or Division 3 team they must play in the lower Division team for that season. They will not be permitted to play in the Division 1 team at any time during that season. If such Player does play up during the season the offending team will be deducted 2 competition points.
- No more than two (2) players from any one Club in any age group will be permitted to transfer to any team of the same age group within any other Club in the ACT or other district competition during or between football seasons unless:
 - The Club which the players were last registered with is prepared to grant such player a clearance to another Club. Such a clearance is to be submitted via the Mysideline database.
 - The CRRL, at its discretion, approves additional transfers where compassionate or other legitimate reasons exist. Such requests are to be made to the CRRL via the Club Secretary/President by a player or parent and must set out, in full, their reasons for seeking a clearance.



- h. When a Junior Player is moving from a Junior Club to a Senior Club the following applies:
 - i. Where a player has completed three (3) seasons with a Club in the League's Junior competition in age groups Under 13, Under 14, Under 15, Under 16, Under 17, they must play their first season in a CRRL competition with their Affiliated Club unless given a clearance by their Affiliated Club to play with another Club. (CDRL Resolution 758 of 7 February 1994.) - As per CRRL Senior Competition Rules and Playing Conditions Rule 19.
- i. Where Clubs have withdrawn from the CRRL Competition after the thirtieth (30th) June of that year, such registered players may apply to transfer to another club. An online clearance request will need to be submitted.
- j. Where a Club withdraws a Team or Teams from the CRRL Competition after the thirtieth (30th) June of that year, the registered players of such Team/s may apply for transfer to another Club or Team. An online permit request will need to be submitted if transferring to another Club.
- k. A player moving into the District after the thirtieth (30th) June and attending a local school on a permanent basis, may apply to the CRRL for permission to register with a Club in the CRRL competition.
- l. Where a Registered Player moves his principal of abode with the District after the thirtieth (30th) June, and such move is of a permanent nature and due to distance and travel involved it would not be feasible for the Player to play with his/her registered Club, said player may apply in writing to the CRRL to transfer to another club nearer his principal place

30. Playing in a Higher or Lower Division and/or Age Group

It is the expectation of the CRRL for all players to play in their correct and genuine calendar age group. For example, if a player is turning 7, then their genuine calendar age group is U7's.

Please note that for players participating in the female dual age competitions, if they are the correct calendar age group for one of the dual age groups, then a playing up form is not required. For example, if the player is 15 and playing in a 15/16 age group then a playing-up form is not required.

- a. **On a permanent basis:**
 - i. Any player that is requesting to play 1 year above their natural calendar age group, on a permanent basis, the relevant Playing Up form must be completed and submitted to the CRRL via their Club Secretary/President for assessment prior to Round 1.
 - ii. Any player that is requesting to play 2 years above their natural calendar age group, in a tackle competition, on a permanent basis must complete the relevant Playing Up form and provide a letter of endorsement written by someone who holds a current Senior Club Coach Accreditation or equivalent. These will need to be sent to the CRRL Administrator to seek approval from NSWRL prior to Round 1.
- b. **On a casual basis:**
 - i. Players are only permitted to play 1 age group up from their own age once their parents/guardians have signed relevant Playing Up Form which is to be submitted to the CRRL via the Club Secretary. The form only needs to be completed once per season.
 - ii. A player will be permitted to play up, on a casual basis, in a higher division or age group for a team playing their normal competition game, if:
 - 1. U7s - Players in the U7 age groups can only play up once they have completed the Tackle Ready Program during the first 6 rounds of the competition.
 - 2. U8s to U10s - There is free movement of players between their own the next age group above, provided the relevant Playing Up Form is completed and sent to the CRRL via the Club Secretary.
 - 3. U11-U12's - it is only one (1) age group higher than their actual age, and it is not to the detriment of their registered team. Said players will have to play an unbroken half as per the Mod Rules unless they are playing League Tag. Relevant Playing Up Form is also required.
 - 4. U13-U16's - it is only one (1) age group higher than their actual age, and it is not to the detriment of their registered team. Said player will not be permitted to take to the field unless all registered players to the team have been exhausted due to injuries or other unforeseen circumstances occurring. If a team only has 2 reserves, then this rule does not apply.
 - 5. U17s - its only one (1) age group higher than their actual age, and it is not to the detriment of their registered team. Said player will not be permitted to take to the field unless all registered players to the team have been exhausted due to injuries or other unforeseen circumstances occurring.
- c. For Player Development Framework Compliance, the following applies regarding playing in a Higher Division and Age Group:
 - i. If a player has a genuine calendar age group of U6's and has not played previously or does not have a playing history with a team, then they cannot play up in the U7's
 - ii. If a player has a genuine calendar age group of U12's and has not played previously or does not have a playing history with a team, then they cannot play up in the U13's.
- d. Any Player who registers in an older age group or higher division may NOT return to play in his/her actual age group or lower division in Competition matches or in Finals matches.
- e. No Junior Rugby League Player shall be compelled to play in a higher grade.
- f. If a Club has two (2) sides in the same Division the players may only play in the team they are registered with in that Division and may not play in the other team under any circumstances, this is for competitive age groups only. Any infringement of this rule will be subject to a fine and loss of competition points to the offending team.



- g. If a Club has two sides in the same age bracket, but in different Divisions, any player that is part of one of the Representative sides (see Rule 27.d) then that player must be placed in the higher placed team. The JSC will take applications for exceptional circumstances via the CRRL Administrator as necessary.
- h. If a player is born between July and December, then they can apply to be registered in the year level immediately below under the 18 Month Registration Window*.
 - i. Please note that the application will need to be submitted with an Official Height and weight check by the CRRL Administrator. This is to be used as a guide inline with the Height and Growth Charts (see appendix)
 - ii. A maximum of 3 players per team are permitted to play under the 18 Month policy. If a team requests more than the allowed 3 players, they forfeit the right to play in the Member Group/division finals. Extenuating circumstances may be considered by CRRL Administrator.
 - iii. Players that have been charged and found guilty of a 15-1 (a) Trips, kicks or strikes another player offence will forfeit their right to continue playing under the 18-month rule for the remainder of that season and cannot be considered under this rule in the following season.
- i. Any player who has a correct calendar age group of 13, is ineligible to apply for a dispensation to play down in U12s due to the NRL Mixed Gender Policy.

31. Signing On – Competition Matches

- a. The Team Manager from each team must sign the players on to any game via Mysideline Manager. All players in attendance must be signed on prior to the commencement of the game. Team officials must be assigned to the game as well.
- b. Player's position and jumper numbers must be correct at time of submitting the team list via Mysideline Manager.
- c. Any player not able to be assigned should be noted and an email sent to the CRRL Junior Competition Administrator (through your Club Secretary) to have them added to the team list for that round.
- d. Any player who has been signed on is deemed to have played. In all International games, if a player has been signed on, he/she must take the field at some stage during that game. Exception to this rule is in the case of Rule 28b.
- e. At the completion of the game, Team Managers are to make sure all try scorers and goal conversions have been entered, must consult with the opposing team's Manager, agree on the outcome of the match and once completed the HOME TEAM is to submit final. This will close the game and no further changes can be made. If there are errors, they will have to be amended by the Junior Competition Administrator.
- f. Maximum number of players permitted to sign on is:

| AGE GROUP | MAXIMUM PLAYERS |
|---------------------------|-----------------|
| Under 6 & 7 | 10 |
| Under 8 & 9 | 12 |
| Under 8 League Tag | 12 |
| Under 10 & 11 | 16 |
| Under 12 | 18 |
| Under 12 League Tag | 12 |
| Under 14 & 16 League Tag | 16 |
| Under 13, 14, 15, 16 & 17 | 20 |

32. Sign On

Teams must be signed on prior to a match being played, failure to do so will result in an official warning then a fine of \$100 will incur for continued breaching of the rule.

33. Players Uniform

- a. All Players must appear in the proper Football Uniform of their Club, which consists of jerseys in the Clubs Registered colours, shorts, boots or shoes (which must not have spikes or studs which in the opinion of the Referee could be considered dangerous) and socks.
- b. Any changes to the registered Clubs Uniform should be forwarded to the CRRL for approval.
- c. The regulation number must be attached to the jersey. There are to be no repeated numbers within the same team.
- d. Players up to and including U9's shall be allowed to wear rubber soled shoes or boots.
- e. Players up to and including U9s shall be allowed to wear compression garments longer than their knees and elbows. U10s-U17s shall only be allowed to wear compression garments that end at the knee or elbow unless a valid medical condition deems it necessary for them to wear longer garments. A document from their Medical Provider must be signed to allow the wearing of such garments. Longer garments will be permitted for older age groups 10-12s if deemed necessary as outlined within the CRRL's Extreme Weather Policy.
- f. All Leaguetag players must wear regulation football shorts. No tights will be accepted.
- g. League Tags must always be the most contrasting color to allow for easy identification. EG if the tag colors are pink and yellow, and your shorts are pink, then you must use the yellow tags.
- h. Clubs who are experiencing extreme weather for Friday Night Games, can apply to the CRRL to seek approval for their Leaguetag players to wear long sleeved skins under their playing kit to ensure player safety in extreme cold climates.
- i. Players participating in the U6-U10 age groups are permitted to wear full length skins. U11 – U17s Skins must only be above the knees and above the elbows.



34. Ground – Club Responsibilities

- a. Each member Club shall appoint a Ground Manager to oversee the entire ground and complete the Game Day Checklist prior to any game starting each weekend.
- b. Each team will appoint a Field Manager and a Timekeeper to officiate at each ground.
- c. It shall be the responsibility of each “Home Club” to ensure that the playing surface of each football field shall be clearly and correctly marked.
- d. Corner posts erected and markers placed at the halfway line and ten (10) metre lines.
- e. Goal post protectors must be supplied and fitted in a manner not to cause injury to players coming into contact with the goal post uprights.
- f. The rope or fence used to enclose the field shall in no way encroach upon the playing area and must be at least four (4) meters, where possible (5) meters from any part of the field of play.
- g. All playing fields must be fenced or roped off and it is the responsibility of the “Home Clubs” Ground Manager, to see that all spectators stay outside the rope or fenced off area.
- h. Home Clubs must also mark (or rope off) a designated area for each team. The only people allowed inside the designated area shall be the Players, Coach/s, Managers, Trainers and Leaguesafe personnel. The Coach and Manager must stay within the designated area except as allowed in Rule 38.
- i. With the exception of the Referee, Touch Judges, Ball Boys and Ground Manager and those persons mentioned in Rule 34h. all other persons are to remain outside the roped area.
- j. The age requirement for Volunteer Touch Judges is to be 13 years old or more. There is a course in Mysideline if required.
- k. The age requirement for Ball Persons is to be 10 years old or more.

35. First Aid Responsibility

- a. It shall be the Home Club's responsibility to ensure that every Competition Match of the CRRL has a NRL qualified Sports Trainer in attendance at the playing field for the duration of each match.
- b. Referees are not to commence any game unless such qualified persons are in attendance.
- c. Home Clubs are responsible and if no suitably qualified persons are in attendance at the time set down for the commencement of the game, then the home team will forfeit the points for that match.
- d. As per International rules, each International team must provide a qualified FAO for their match. Failure to do so will result in automatic forfeit/fine. This includes the last 4 rounds where it could be detrimental to playing in the finals.
- e. All CPR qualifications must be updated annually.

36. Unauthorized Entry to Field of Play

- a. No unauthorized or unqualified person is to enter the Field of Play. In the event of an unauthorized or unqualified person entering the Field of Play, the Referee is to stop the game and seek assistance from the Ground Manager.
- b. Time off will be allowed for any stoppage caused by the entry of unauthorized persons onto the enclosed Area/Field of play.

37. Coaches and Managers

- a. All Clubs are to send to the CRRL a list of their coaches and managers in all grades for ratification prior to the commencement of the first competition match each year. This is to be provided via email no later than 2 weeks prior to Round 1 commencing.
- b. All Coaches are to hold the appropriate level of Coaching Accreditation for their team's competition or be in the process of completing a course which will be verified by the CRRL office prior to the start of each season. The courses are comprised of two key parts.
 - i. The Online Modules
 - ii. The Face-to-Face Modules

Please note that you can start coaching your team once you have completed the online modules, and this has been verified by the CRRL. Your Face-To-Face module MUST be completed prior to 30th June otherwise you will have to cease coaching immediately.

U6-U7 Community Coach (6-7s)
U8-U9 Community Coach (8-9s)
U10-U12 Community Coach (10-12s)
U13-U15 Community Coach (13-15s)
U16-U18 Community Coach (16-18s)

Please note that to Coach a LeagueTag team, you must have completed the relevant Community Coach Accreditation first and then complete the Community Coach League Tag Online Course.

If you currently hold one of the following accreditations that has not yet expired, you are qualified to Coach the relevant aged team.
Modified Games Coach (6-12)
International Games Coach (13+)

Please note that when it is time to complete re-accreditation, you will need to complete the relevant Community Coach qualification.



38. Mini Football Coaches

In Mini football only, Coaches are not on the field except as follows:

- a. In any competition structured entirely for players below the age of seven (7) years, or
- b. The first seven (7) rounds only of any official seven (7) year age group competitions.

39. Identification of Officials

Club Ground Managers, Sports Trainers, Leaguesafe Officers are to be readily identifiable at each ground where CRRL matches are in progress. Each official must wear the appropriate coloured shirt/vest, so it is visible. Not to be worn under clothing/jackets.

| | | |
|--------------------|---|--------|
| Ground Managers | = | Red |
| First Aid Officers | = | Green |
| Level 1 Trainer | = | Blue |
| Level 2 Trainer | = | Orange |
| League Safe | = | Yellow |

40. Finals Eligibility

- a. All Players must be registered and insured prior to the thirtieth (30th) of June each year and have played at least three (3) competition matches, excluding a bye, with his/her club they are registered with during the current season of the minor league to be eligible to take part in any play-offs, semifinals, finals and grand final.
- b. Any player who has been asked to "play up" in the finals must have played a minimum three games for that team throughout the regular season.
- c. In the case of a Player not being able to play the required 3 matches as indicated above in part A and B, due to injuries sustained by him/her, upon investigation by the CRRL, the Committee may permit such Players to take part in a playoff, semi-finals and grand final once a letter is received from the players parents (with medical documentation).
- d. A Player, who has played competition rounds in an age group or division higher than the one he/she is registered in, can only play in Finals in the lower Age Group or Division if he/she has played an equal or greater number of games (including byes and forfeits) in the lower Division.

41. Determining Semi-Finalists

- a. In the event of more than two teams being equal in Competition points for the first position or two teams being in equal second position when determining Semi-Finalists, such positions shall be decided by for and against points. If they are also tied, then who has scored the most points will be the deciding factor.
- b. In the event of more than one Team qualifying for the fourth position or more than two teams qualifying for third position in the Semi-Finals, for and against points will be used to determine semi-final positions if competition points are equal between more than two (2) Teams.
- c. The Team standing third in competition points shall play the Team standing fourth in the minor Semi-Final and the Team standing first shall play the team standing second in the major Semi-Final. The winner of the minor semi-final shall play the loser of the major semi-final in the Preliminary Final. The winner of the Major Semi-Final shall then play the winner of the Preliminary Final in the Grand Final.
- d. In the event of two or more Clubs having equal highest competition points at the end of the competition rounds, the Clubs concerned shall be declared Joint Minor Premiers.
- e. In the event of an age group being one division for the season, it will be at the discretion of the CRRL to divide the age group into 2 divisions for finals. There must be a minimum of 8 teams for there to be a split.
- f. In the event of a team being stripped of points for disciplinary reasons and said team is in a one division competition for normal season, if this team then falls into the Division 2 finals due to the loss of points, they will not be eligible to play in the final series.

42. Finals Series Rules

- a. The Venues and times for final series, play-offs, or replays shall be decided by the CRRL.
- b. No underage or "fill-in" player is to take the field of play in a finals game unless all registered players in that team, who are fit and able, have been utilized. Said player can only take to the field if the team has been exhausted due to injuries or other unforeseen circumstances occurring. Refer to Rule 28b. A letter to CRRL from a parent, legal guardian or Club Executive stating that the registered player is not fit to play will be required.
- c. During the final series, all team officials must perform their appointed role unless approval to perform a different role is granted by the CRRL prior to the commencement of the game.

43. Finals and Grand Final Timings

- a. In play-offs and Final Series only, time off will be allowed for all stoppages of play signaled by the Referee.



- b. In the event of a draw in a play-off, semi-final or preliminary final, then 2 periods of 5 minutes extra time shall be played. If the match is still drawn after this extra time, then the game continues until one team scores.
- c. In Mod games, the event of a draw in a Grand Final, then the two (2) teams shall be declared Joint Premiers.
- d. In International games, in the event of a draw in a Grand Final, then 2 periods of 5 minutes extra time shall be played. If the match is still drawn after this extra time, then the clubs concerned shall be declared Joint Premiers.

44. Referees Fees

- a. Referees' fees are paid by CRRL for all Competition Matches and Final Series.
- b. Clubs are responsible for payment direct to the Referees Association for Carnivals and trial games and their associated travel fees.

45. Visits to Other Centres

- a. All applications to visit other Centres (with Australia) must be made to CRRL in writing seven (7) days prior to the scheduled departure date to which the visit is applied for. All applications must be accompanied by a bond cheque for \$200 if staying out of the area overnight.
- b. For all Applications to visit areas outside of Australia, please adhere to the NRL Travel and Tour Policy. Please scan the QR Code for more information.

46. Payment to Officials

No Junior League Official, Committee Member, Player, Coach, Trainer, Leaguesafe Officer or Manager shall be permitted to accept payment in return for services rendered to the CRRL, except as allowed to officially appointed Referees in the execution of their Refereeing duties.



Appendices 2026

NRL Policies, please scan this QR Code



NRL Policies and
Guidelines

NSWRL Policies and Procedures, please scan this QR Code



NSWRL Policies and
Procedures

NRL Code of Conduct



NRL Code of Conduct

CRRL Rules

- Code of Conduct
- CRJRL Constitution
- Laws of the Game International (U13+)
- Laws of the Game Juniors (U6-U7)
- Laws of the Game Juniors (U8-U12)
- Laws of the Game League Tag
- National Safe Play Code (U6-U15)



CRRL Rules

CRRL Forms

- Photography Consent form
- Playing In Higher Age Group Consent Form (Tackle)
- Playing In Higher Age Group Consent Form (Tag)
- CRRL Clearance Permit Process
- Complaint Form
- Injury Report Form
- Incident Report Form
- CRRL Appeal Process
- CRRL Appeal form – Parent
- CRRL Request to Trial Form



CRRL Forms

CRRL Procedures and Guidelines

- CRRL On-Field Guidelines U6-U15
- CRRL On-Field Guidelines U16-Seniors
- CRRL 18 Month Dispensation Process
- NRL ACT Safeguarding Children and Complaints & Reporting Procedure
- NRL Keeping Kids more than Safe Action Plan
- Accreditation FAQ's
- Ground Manager Guidelines and Responsibilities
- Judiciary and Disciplinary Step Process
- Extreme Weather Policy



CRRL Procedures and
Guidelines

CRRL Concussion Protocols



Concussion Protocols

CRRL ON-FIELD POLICY

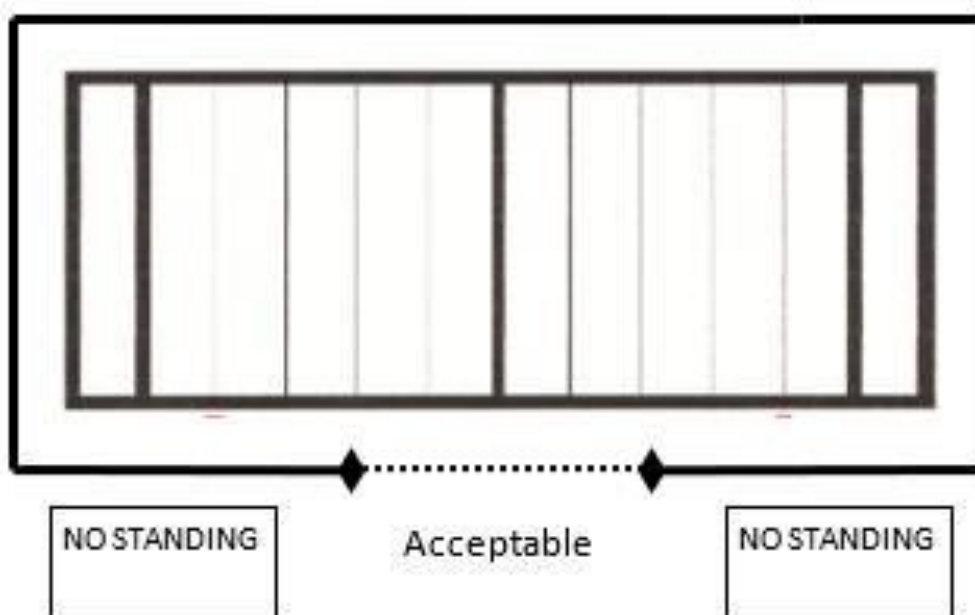
Juniors (U6-U15 both LeagueTag and Tackle)

Leaguesafe / League First Aid / Sports Trainers

CANBERRA REGION
RUGBY LEAGUE



1. If an accredited NRL League First Aider or Sports Trainer is not in attendance on the sideline (for each team U13 and up), the game shall not commence under any circumstances until such a person is in attendance. U10-U12 must have at least ONE accredited trainer per match.
2. Sports trainers may enter the field of play at any time to attend to an injured player. Should a Melee break out the Sports Trainer may attend to any injured players if they are clear of the Melee. Under no circumstances should the sports trainer become involved in the Melee.
3. On-field personnel may enter the field, to give water to players:
 - a. After a try has been awarded.
 - b. When time-off has been signalled for an injury only, not if stopped for disciplinary reasons.
4. Maximum of 3 on-field personnel in the playing area during a game. One of these must be the Sports Trainer.
5. On-field personnel are not to loiter on the field. Once they have given players water or attended to injuries, they are to leave the playing field immediately.
6. Guidelines for providing players with water may be relaxed in pre-season games and in hot conditions.
7. On-field personnel must avoid running onto the field and running between the touch-judge and the play, thereby obstructing the view of the touch judge.
8. On-field personnel are not to coach players when on the field or standing near the touchline.
9. On-field personnel should remain in the Officials' area, no closer than 2 metres from the touchline, unless actually entering/leaving the field (*refer to diagram below*).



10. On-field personnel should not loiter behind the dead ball line or in the in-goal area and should immediately move away from this area after leaving the field.

CRRL ON-FIELD POLICY

Juniors (U6-U15 both LeagueTag and Tackle)

Leaguesafe / League First Aid / Sports Trainers

CANBERRA REGION
RUGBY LEAGUE



11. On-field personnel are not to dispute decisions with the Referee when on the field. They must also not make derogatory comments to players or personnel performing duties such as Touch Judges, Ball Boys or Ground Officials.
12. Replacements must be made by the player leaving the field by crossing the near touchline, and his replacement player taking the field in an on-side position via the near touchline once the replaced player has crossed the touchline.
13. Players may not be replaced by leaving the field via the dead ball line (unless after a try has been scored or if the player is injured), or by the opposite touchline (unless required due to injury). If required due to injury, the replacement may not enter the field until it is confirmed by the touch judges that the player has crossed the far touchline. The player must enter in an on-side position.
14. A replacement cannot be made once a scrum has been ordered, until the ball is in play again.
15. No on-field personnel will be allowed on the field of play, nor manage an injured/ill player, nor provide advice, unless trained at the appropriate level (minimum Leaguesafe).
16. The Referee/Touch Judge must not be approached whilst a game is in progress, at half time or after the game in relation to any ruling issue. If there is a concern relating to player welfare, the Sports Trainer may alert the Ground Manager who can then approach the Referee during a technical stoppage (e.g. when a try has been scored, half time). This must all be done in a respectful manner and be only related to player welfare.
17. Should a Melee break out between any players on the field, Leaguesafe personnel are not permitted to enter the field of play. If Leaguesafe personnel are already on the field, then they must leave the field of play immediately in a direction away from the Melee.

REMEMBER: Any comments by on-field personnel in all junior games (U6s – U15s) must be positive both on the side-line and on the field.



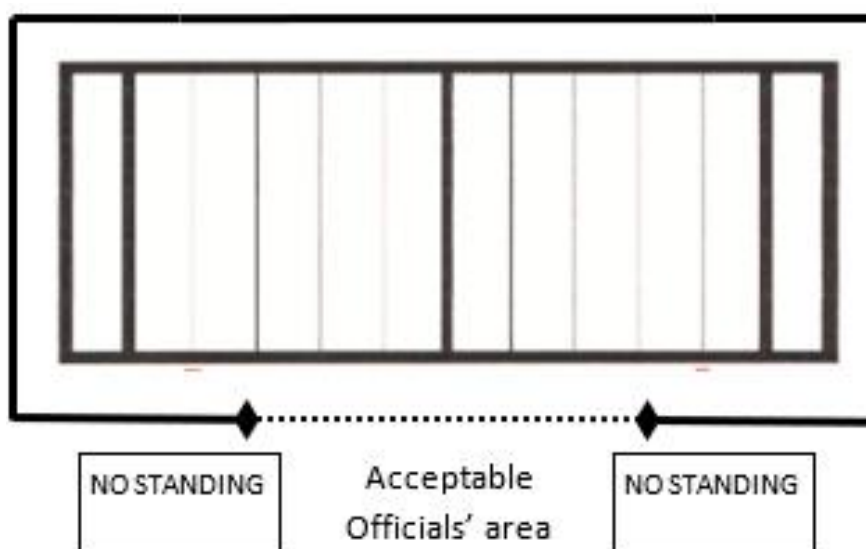
CRRL ON-FIELD POLICY

Juniors (U16-U17 both LeagueTag and Tackle) & Seniors

Leaguesafe / League First Aid / Sports Trainers



1. If an accredited NRL Sports Trainer is not in attendance on the sideline for each team, the game shall not commence under any circumstances until such a person is in attendance.
2. Sports trainers may enter the field of play at any time to attend to an injured player. Should a Melee break out, the Sports Trainer may attend to any injured players of they are clear of the Melee. Under no circumstances should the sports trainer become involved in the Melee.
3. On-field personnel may enter the field, to give water to players or to assist with the replacement of players:
 - a) When their team is in possession. If their team loses possession, they must immediately leave the field. They should not be on the field when the opposition is taking a kick at penalty goal.
 - b) When a try has been scored.
 - c) When time-off has been signalled
4. Maximum of 3 on-field personnel in the officials area during a game. One of these must be the Sports Trainer. Maximum of 2 personnel on the field at any one time unless time has stopped or multiple injured players are being attended too.
5. On-field personnel are not to loiter on the field. Once they have given players water or attended to injuries, they are to leave the playing field immediately and return to the officials area.
6. Guidelines for providing players with water may be relaxed in pre-season games and in hot conditions.
7. On-field personnel must avoid running onto the field and running between the touch-judge and the play, thereby obstructing the view of the touch judge.
8. On-field personnel are not allowed on the field after the referee has ordered a scrum until the ball has emerged and a team is in possession. Sports Trainers are allowed on the field to attend an injured player or bleeding player, should the referee continue the game by moving the position of the scrum.
9. On-field personnel are not to coach players when on the field or standing near the touchline.
10. On-field personnel should remain in the Official's area unless actually entering/leaving the field (*refer to diagram*).



11. On-field personnel and replacement players should stand no closer than 2 metres from the touchline when waiting to enter the field (where boundaries permit).

CRRL ON-FIELD POLICY

Juniors (U16-U17 both LeagueTag and Tackle) & Seniors

Leaguesafe / League First Aid / Sports Trainers



12. On-field personnel should not loiter behind the dead ball line or in the in-goal area and should immediately move away from this area and return to the officials area after leaving the field.
13. On-field personnel are not to dispute decisions with the referee when on the field. They must also not make derogatory comments to players or personnel performing duties such as Touch Judges, Ball Boys or Ground Officials.
14. Replacements must be made by the player leaving the field by crossing the near touchline, and his replacement player taking the field in an on-side position via the near touchline once the replaced player has crossed the touchline.
15. Players may not be replaced by leaving the field via the dead ball line (unless after a try has been scored or if the player is injured), or by the opposite touchline (unless required due to injury). If required due to injury, the replacement may not enter the field until it is confirmed by the touch judges that the player has crossed the far touchline. The player must enter in an on-side position. A replacement cannot be made once a scrum has been ordered, until the ball is in play again.
16. No on-field personnel will be allowed on the field of play, nor manage an injured/ill player, nor provide advice, unless trained at the appropriate level (minimum Leaguesafe).
17. The Referee/Touch Judge must not be approached whilst a game is in progress, at half time or after the game in relation to any ruling issue. If there is a concern relating to player welfare, the Trainer may alert the Ground Manager who can then approach the Referee during a technical stoppage (e.g. when a try has been scored, half time). This must all be done in a respectful manner and be only related to player welfare.
18. Should a Melee break out between any players on the field, Leaguesafe personnel are not permitted to enter the field of play. If Leaguesafe personnel are already on the field, then they must leave the field of play immediately in a direction away from the Melee.

