



CANBERRA REGION RUGBY LEAGUE INC 2022 JUNIOR COMPETITION RULES

When in doubt with any rules and by-laws the guiding principles of fair play and sportsmanship must be adhered to.

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 JCSC 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.

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	2 x 20 minutes
U12 League Tag	2 x 20 minutes
International Under 13, 14, & 15 includes girls	2 x 25 minutes
U14 & 16 League Tag	2 x 25 minutes
International Under 16 & 17 includes girls	2 x 30 minutes

4. Match Football Sizes

Leaguestart – Mini U6 to U9	Mini Size
Mod League U10-U12	Mod Size
International U13-U17	International Size

5. Ladder and Competition Points

A premiership ladder shall be maintained for the duration of the home and away matches as follows:

5.1 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
Team Bye	Nil (0) points for the team that has the Bye



5.2 Uneven Number of Teams with Uneven Byes – Percentage Ladder

- a. 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 12(f).
- b. 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 Football

- a. All football conducted by the CRRL for age groups 6-9 years inclusive be non-competitive and there are no finals in these age groups at the end of the competition season. However, a point score must be kept of all U9 games played during the season. All players are to play a minimum of two unbroken quarters.
- b. Under 10-12 years, 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. In the 10-11 age group 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).
- d. 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 6c applies. If it is over the 3 minutes, then the player cannot wear a bib again for the duration of the match.

7. 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 not be replayed. The round will be declared a washout.
- 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 have the opportunity to move their games to an available location.

8. 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. All events must be sanctioned by NSWRL.

9. 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.

10. Entering of Teams after Completion of Draw

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.

**11. 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 & 7	4	6
Under 8 & 9	6	8
Under 10 & 11	8	11
Under 12	11	13
Under 12 League Tag	6	8
Under 14 & 16 League Tag	8	11
Under 13, 14, 15, 16 & 17	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 being 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
- f. If such orders are not obeyed, the Referee shall award the match to the complaining side.
- g. In the event of a team having less than the maximum number of players 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 to decide and advise on such matters.

12. Unqualified Players

- a. 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.
- b. 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.

13. Forfeits

Any Team upon forfeiting on three (3) occasions during the preliminary rounds shall have seven (7) days to show cause, as to why they should not be excluded from the Competition thereafter in that year and be deprived of all points accrued.

- a. 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 game concerned for ages 6-15yrs and 12pm on the Thursday for ages 16-17yrs competitions. Should a team forfeit a match without the required notice, a fine of up to \$200 will be imposed.
- b. Any team that forfeits on match day may be subject to a fine for costs incurred by the non-offending team and Referee appointed to that game, i.e., travel costs and Referee's fee, this fee will be on top of the forfeit fee.
- c. 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. Any non-competitive age group (U6-9s 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 from the other



team to make up numbers for the game to take place. This game will be recorded as a forfeit.

- d. 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.
- e. 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.
- f. 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.

14. Mercy Rule

Any competition game must cease after a score has reached a -60-point margin. The Managers must report this score to the Referee officiating the game.

15. 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 being three (3) are absent due to representative duties while playing Rugby League (other than Harold Matthews or SG Ball) and where they are not able to field a team with the remaining number of registered players due to representative duties. Catch up dates will be set by the CRRL. Team failing to meet those dates will forfeit game. A catch-up round will be identified at the commencement of the season.

16. 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 16B.
- 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.

17. Judiciary Committee

Judiciary guidelines are part of the CRRL Constitution. Any player dismissed from the field during a match for misconduct under section 15.1 of the NRL Laws of the Game 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.



18. 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.

19. Offence Disqualified Player

- a. 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.

20. 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.

21. 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.

22. Appeals and Protests

- a. The CRRL Board shall hear all appeals and protests from any person, member Club or constituent League aggrieved by a decision of the JSC.
- b. An Appeal shall not operate as a stay of the decision of the JSC.
- 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.

23. 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. The reason for removal will be noted on the team sheet via MySideline Manager by the Manager and must be forwarded by the Referee to the CRRL for recording.
- b. For a Player's second or subsequent offences, they will be automatically suspended for two competition matches.

24. 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.

25. 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 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 authorised player identification i.e. copy of Birth Certificate or Passport.
- c. The JSC shall be empowered to investigate the qualifications of players and all matters in dispute regarding signing-on, transfers, registrations, over age 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 & 7	6	10
Under 8 & 9	8	12
Under 10 & 11	11	16
Under 12	13	18
Under 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 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.
- 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 organised girls' competitions.

26. Registration and De-Registration Fees

- a. CRRL will advise each year the amount that is required for insurance from each player registering with a Club.
- b. 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.

27. Transfer of Players

- a. Registered Players of the CRRL may transfer between Clubs. A request for clearance must be commenced by the receiving Club via entering a clearance request via the MySideline database.
- b. 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.
- c. Transfer under this rule must be completed by the thirtieth (30th) of June each year.
- d. Any player who is selected for SG Ball, Harold Matthews, Monaro, Schoolboys or a team that has played in any form of Championship series i.e. final development squad team, 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. 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, 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 representative/development players already. He/she may however transfer to a team with less or no representative/development players.
- e. 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 up 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. **Due to Covid disrupting the 2021 season this rule will not apply for season 2022. For season 2022 please refer to Sub Rule 27e.**



- f. 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:
 - i. The Club which the player was last registered with is prepared to grant such player a clearance to another Club. Such clearance is to be submitted via the MySideline database.
 - ii. The CRRL, at its discretion, approves additional transfers where compassionate or other legitimate reasons exist. Such requests are to be made to the CRRL by a player or parent and must set out, in full, their reasons for seeking a clearance.
- g. Where a junior player is moving from a junior club to a senior club, then they must clear to the junior's club senior affiliated club in the first instance.
- h. 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.
- i. 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 clearance request will need to be submitted if transferring to another Club.
- j. A player moving into the District after the thirtieth (30th) June and attending a local school on a permanent basis, may apply to the JSC for permission to register with a Club in the CRRL competition.
- k. Where a Registered Player moves his principal place 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 JSC to transfer to another club nearer his principal place of abode.

Sub Rule 27e

For season 2022 no player from any Division 1 team can apply for a clearance into any other Division 1 team that was placed in the top 4 on the ladder at end of season 2021, this also applies to playing up an age group eg: if you played 14's in 2021 and are turning 15 in 2022 you are not allowed to play in an U16 age group if that team finished in the top 4 of Div 1 comp. 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. If such Player does play up during the season the offending team will be deducted 2 competition points. There will be exemptions to this rule if the team the player is coming from has folded.

28. Playing in a Higher Division and Age Group

- a. Free movement of players between their own or older age group in the age group Under 6s to Under 9s inclusive, be allowed. Players in the U6 age group can only play up once they have completed the Tackle Ready Program during the first 6 rounds of the competition. Players are only permitted to play 1 age group up from their own age.
- b. A player will not be permitted to play up in a higher division or age group for a team playing their normal competition game, if 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. This rule will not apply in the Mini/Mod rules games.
- c. 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.
- d. No Junior Rugby League Player shall be compelled to play in a higher grade.
- e. If a Club has two (2) sides in the same Division, 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.

**29. 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 final 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 10 & 11	16
Under 12	18
Under 12 League Tag	12
Under 14 & 16 League Tag	16
Under 13, 14, 15, 16 & 17	20

30. 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.

31. 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.
- 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 due to minus degree weather, common sense is to be used as determined by the CRRL.

32. Ground – Club Responsibilities



- a. Each member Club shall appoint a Ground Manager and a Timekeeper to officiate at each ground.
- b. 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.
- c. Corner posts erected and markers placed at the halfway line and ten (10) metre lines.
- d. 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.
- e. The rope or fence used to enclose the field shall in no way encroach upon the playing area and must be at least five (5) metres where possible from any part of the field of play.
- f. 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.
- g. Home Clubs must also mark (or rope off) a designated area for each team. The only persons 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 36.
- h. With the exception of the Referee, Touch Judges, Ball Boys and Ground Manager and those persons mentioned in Rule 32g. all other persons are to remain outside the roped area.

33. 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.

34. Unauthorised Entry to Field of Play

- a. No unauthorised or unqualified person is to enter the Field of Play. In the event of an unauthorised 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 unauthorised persons onto the enclosed Area/Field of play.

35. 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.
- b. All Coaches are to hold a Coaching Accreditation or be in the process of completing a course which will be verified by the CRRL office prior to the start of each season.

36. 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.

37. 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.



38. 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 her/her club they are registered with during the current season of the minor league to be eligible to take part in any play-offs, semi finals, finals and grand final.
- b. In the case of a Player not being able to play the required 3 matches as indicated above, 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.
- c. 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.

39. 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 competition points awarded for and against.
- 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.

40. 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 utilised. 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.

41. 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.

42. Referees Fees

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

43. Visits to Other Centres

- a. All applications to visit other Centres 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 of \$200 if staying out of the area overnight.

44. Payment to Officials

- a. 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.