



Central Coast Division of
Junior Rugby League

By-Laws

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Central Coast Division Junior Rugby League

The President





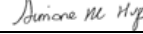
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CENTRAL COAST DIVISION of JUNIOR RUGBY LEAGUE INC BY-LAWS

1. ADMINISTRATION

- a) The Division Executive shall include the President, Treasurer, the Senior Vice President and Junior Vice President.
- b) The Management Committee of the Central Coast Division of Junior Rugby League shall consist of not less than five or more than thirteen members. It shall comprise the President, Treasurer and both Vice Presidents. The remaining nine (9) members are to be elected from affiliate's delegates to the Division.
- c) The Disciplinary Committee shall consist of a minimum of four members of the Management Committee and shall be responsible for investigating any matters arising from complaints received by the CCDJRL with regard to misconduct or Breaches of the Code of Conduct.
- d) The Appeals Committees' duties are to be expanded from section 45 of the CCDJRL Constitution to empower the Appeals Committee to adjudicate on decisions of the CCDJRL Executive, Management and General Committees with regard to the CCDJRL By- Laws.
- e) Appeals against a decision of any Divisional sub-committee shall be subject to a review by the Central Coast/Newcastle Regional Area Manager before being granted an Appeal Hearing
- f) The President, at the direction of the Representative Committee, shall call for public nominations for the positions of Manager, Coach, RLFAOs and Selectors for the Division's representative teams. The Representative Committee shall appoint applicants to fill the positions.
- g) The Management Committee of CCDJRL assumes the power of the General Committee.
- h) Honorariums shall be determined and set by the Management Committee.

2. TEAM NOMINATIONS

- a) Team nominations for the ensuing season are to be in writing and forwarded to the Grading Committee Chairman by a date to be set by the Management Committee.
- b) At the discretion of the Management Committee, clubs withdrawing team/s after the confirmation date shall be fined a maximum amount of \$100.00 per team.

- c) Any club fielding two or more teams in Under 10's must field a 1st Division team.
- d) Junior League(MINI) teams will be placed in pools of even amounts of teams, whenever possible, to avoid byes. *(Added 22.11.13)*
- e) All home game rounds, clubs should have as many home teams as possible with a minimum of 75% acceptable. *(Added 22.11.13)*
- f) The following clauses will form the Competition Structure of CCDJRL. *(Added 13.12.13)*
 - i) Playing divisions in each age group will be limited to between 6-10 teams.
 - ii) Multiple divisions will be added (1st, 2nd, 3rd, 4th, etc) as required to accommodate clause i) above.
 - iii) The minimum end of season grading requirement will be :-
 - the two grand finalists of a division are promoted to the next higher division;
 - the bottom two teams on the competition ladder of a division demoted to the next lower division if available.

3. GAMES

- a) i) If unfavourable weather conditions prevail Home Clubs must make a decision relating to whether their ground is unplayable by 6am on the day the game was set to be played. If the match's are to be postponed then the home club official must notify the Division President and the Secretary of the travelling club's immediately.
- ii) If grounds are unplayable the President shall notify the affected clubs and the Referees Association by 7.00am on the day the game was set to be played.
- iii) Radio announcements will be broadcast regarding the Postponements/cancellations by the President.
- iv) Deferred / postponed games must be mutually organised and be played within three weeks of the date of the original match, or at other times, dates and venues as determined by the Management Committee.
- v) Where exceptional circumstances have prevailed, and upon written application from both clubs involved in a deferred / postponed match, the Management Committee reserves the right to award one competition point for the match, to each team.
- v) Where all games are cancelled due to wet weather, each team will receive 1 point. Teams who have drawn a Bye for that round will receive 2 points.

- b)
 - i) Game times shall be;
 - 4 x 8 minute periods for mini league; (*Amended 27.10.16*)
 - 2 x 20 minute halves for mod league;
 - 2 x 25 minute halves for Under 13, Under 14 and Under 15;
 - 2 x 30 minute halves for Under 16 and Under 17; (*Amended 13.12.13*)
 Half time breaks shall be no longer than 10 minutes.
 - ii) During competition game's there will be time off for injury only as signalled by the referee in Under 16 & Under 17 games only. Time off for injury only will apply in all grades during all finals. (*Amended 13.12.13*)
 - iii) The sin bin clock and the game clock are to be started and stopped simultaneously.
- c) Games shall be scheduled at the discretion of the Management Committee. Junior games shall not be played in conjunction with senior games without approval by the President. Approval for such games to be played will be at the discretion of the President.
- d)
 - i) All forfeits must be notified in writing to the President by 5.00pm of the day preceding the match. If this written notice is not given a fine of \$200.00 may be imposed at the discretion of the Management Committee. (*Amended 27.10.16*)
 - ii) If a forfeit occurs with less than 24 hours notice then the club forfeiting will pay the Referees' fees due for the game.
 - iii) The General Committee may exclude team/s from taking any further part in the competition after two consecutive forfeits or three forfeits in total in a given season.
 - iv) In the event of a forfeit, the team that is receiving the forfeit will be credited with the average amount of points scored by the winning teams in that round and nil points against. The team forfeiting will be credited with nil on their for and the average amount of points scored by the winning teams for the round on their against. In the event of both teams forfeiting their will be no change to their for and against points. (*Amended 22.11.13*)
- e)
 - i) In Under 13, Under 14, Under 15, Under 16 and Under 17 (*Amended 13.12.13*) competition matches teams may use six (6) fresh reserves in all games with the exception of players coming from a lower division or lower age group. These are to be restricted for use as final reserves. They must not take the field before a healthy player of the original team and cannot enjoy more game time than a healthy player of the original team.

The minimum number of players allowed to take the field is as follows:

- Under 13's to Under 17's - 9 players (*Amended 13.12.13*)
- Under 12's - 11 players (*Amended 22.11.13*)
- Under 10's to Under 11's - 8 players

Under 6's to Under 7's - 4 players (*Amended 27.10.16*)
Under 8's to Under 9's - 6 players

- ii) Teams using more than the allowable number of reserves shall be deemed to have played unqualified players.
- iii) 3 e) i) and ii) shall apply to all games in the final series.
- iv) No Division 1 player is allowed to play in a higher age group in Division 3 (this rule applies to all age groups)
No Division 2 player is allowed to play in a higher age group in Division 4 or lower (this rule applies to all age groups) (*Amended 30.10.14*)
- v) A mercy rule will be enacted for all Mod & International games (10's to 17's) at the point when there is a 50 point differential in the scoreline.
- vi) (*Deleted 13.12.13*)

4. MATCH SHEETS

- a) All players taking part in a particular game, including reserves, are to be checked against their photograph, agreed signature etc as per their Player's Card, before they are allowed to take the field. Any player taking the field without signing the Official Match Sheet will be deemed to be an unqualified player.
- b) Players from Under 10's to Under 17's should sign on during the halftime break in the preceding game or at least twenty minutes prior to the commencement of their own game. (*Amended 13.12.13*)
- c) Mini League player's names are to be printed on the Match Sheet by their Manager, the player is then to be checked by an Official from the opposing team.
- d) Mini players who are listed on the Match Sheet must play a minimum of one unbroken period of ten minutes (injuries being the exception). Players from a lower age group and who have already played are not bound by these Rules. The players from lower age groups are to be restricted for final use as final reserves. They must not take the field before a healthy player of the original team and cannot play more game time than a healthy player of the original team. (*Amended 22.11.13*)
- e) In Mod League the starting side must sign on prior to the commencement of the game. All late players must be signed on before the commencement of the second half. (*Amended 22.11.13*)
- f) Mod players who have signed the Match Sheet must play an unbroken period of twenty minutes (injuries being the exception). Players from a lower age group and who have already played are not bound by this rule.
- g) If a player has already played or intends to play at a later time on the same day, evidence of which would be available as the player has

already signed the match sheet, then the player is not bound by the unbroken twenty minutes of play rule. The player can act purely as a reserve. If he/she is injured in the first game of the day and then cannot play for his/her own team, it is essential that the injury be noted on the match sheet.

- h) With matches played under the International Rules (U/13 to U/17s) (*Amended 13.12.13*), the starting thirteen only have to sign the Match Sheet prior to the game starting. The balance of the players must sign on before taking the field.
- i) After signing on, players must stay as a team in the close proximity of the official table (apart from their warming up period). The Players Cards are to be retained at the table by the opposition timekeeper until the conclusion of the game and then returned to the teams' Manager or Official.
- j) Players are NOT to wear duplicate numbers on the field.
- k) Players are to wear the number corresponding to their name on the Match Sheet on the field.
- l) The player's names on the match sheet shall be printed legibly and the player signs next to his name; the player's signature should be the same as his card. Ensure that not only the grade but also division is shown on the sheet as well as individual scores, the final score, the referee and touch judge's signatures and the two club official's signatures.
- m) Once the referee and officials have signed the sheet the scores shall not be altered.
- n) The other items to be noted on the sheet are the Starting Side, Mod League Bib Changes, Replacements, Injuries, Send off's, Timekeepers signature, Team official name & NRL I.D No. and in the Under 17's only, best and fairest points (supplied by the referee). (*Amended 13.12.13*)
- o) It is the responsibility of the home club to:
 - (i) Fax or email the scores into the Division office by 7.30pm on the day of the game (fax number 4355 4570, Email: ccdjrl@crlnsw.com.au).
 - (ii) Post the Match sheets to reach the Division on the following Tuesday – PO BOX 3496 Tuggerah 2259.
 - (iii) Blue copy to visiting club, Yellow copy stays with home club.
- p) The original, completed Match Sheets shall be lodged with the Division Administration no later than the following Tuesday after the game. If the sheets are not received on time the offending club will be fined \$50.00 each week they are late.
- q) Teams who allow unregistered or unqualified players to take the field and win the Match will lose the winning points. The winning points will be awarded to the opposing team and the offending club will be fined \$100 for each instance.
- r) Any failure to produce Players Card/s before entering the playing field will automatically render the player/s as unqualified.

s)

5. ON-FIELD INCIDENT REPORTS

- a) On Field Incident Reports relate to incidents such as racial slurs, eye gouging, spitting, biting etc. Such complaints shall be handled in the following manner:
 - i) If a player (first player) reports an incident to the referee during the course of a game the referee is to stop play and call the touch judges, both captains and the player/s whom the complaint has been made against together. All are to hear the allegations made by the first player.
 - ii) The referee, at the conclusion of the game, is to record the details of the allegation on the Match Sheet.
 - iii) The first player is then to complete a complaint form (attached) and his club Secretary shall forward the completed form to the CCDJRL within 24 hours of the completion of the match.
 - iv) The CCDJRL Administration shall then advise both Clubs and both players of the time and date of the hearing to investigate the matter.
- b) In the case of alleged racial slurs the Executive Committee may elect to have the parties attend a CRL mediation process in lieu of the above.
- c) If a player makes an allegation during the game and fails to adhere to the above requirements then that player may be cited for misconduct as detailed in the CCDJRL Constitution.

6. GATE CHARGES

There are to be no gate charges to any CCDJRL fixture excepting the finals series. Entry fee to the elimination, minor, major, preliminary final and grand final shall be determined by the Management Committee.

7. TRAINERS AND COACHES

- a) Coaches, First Aid Officers and Trainers must hold a current appropriate NRL qualification. NRL I.D numbers are to be lodged with their Club when appointed to a team & prior to the commencement of any volunteer work associated with entering the official area's of a club. All persons entering the field to administer first aid or to deliver messages will be required to adhere to the CCDJRL Rules & Policies. Any club allowing a person without the appropriate qualification to coach, manage, time-keep, treat an injured player or enter the field of play/official area to

deliver water or messages will be fined \$500 for each unaccredited or unregistered person in the Online System.

- b) Player Managers/Agents are not permitted to coach a team under the control of the Central Coast Division Junior rugby league.

8. **PRESENTATION**

The Division will conduct an annual presentation to be held after the Finals Series or at some other suitable date. At the presentation individual and club awards will be presented. Entry to the presentation will be \$10.00 per head.

Clubs will be issued ten (10) tickets and if the club is not represented, then a fee of \$100.00 will be charged to club for payment.

9. **PLAYOFFS, SEMI FINALS, FINALS , GRAND FINALS**

- a) As set out in Clause 6 an entrance fee will be charged for all final series games, this fee helps to cover costs for referees and trophies for the grand final winners and runners up. The Management Committee will determine the fee each year.
- b) The Final Series will be a Top Five format as follows. Team positions are related to where teams have finished on the competition ladder after the regular season. *(Added 13.12.13).*

Week 1

Game 1 - Qualifying Final:- 2nd vs 3rd

Game 2 - Elimination Final:- 4th vs 5th (Loser eliminated)

Bye : 1st

Week 2

Game 3 – Major Semi-Final:- 1st vs Winner Game 1

Game 4 – Minor Semi-Final:- Loser Game 1 vs Winner Game 2 (Loser eliminated)

Week 3

Game 5 – Preliminary Final:- Loser Game 3 vs Winner Game 4 (Loser Eliminated)

Bye: Winner Game 3

Week 4

Game 6 – Grand Final:- Winner Game 3 vs Winner Game 5

- c) *(Deleted 13.12.13)*
- d) *(Deleted 13.12.13)*
- e) *(Deleted 13.12.13)*
- f) *(Deleted 13.12.13)*
- g) *(Deleted 13.12.13)*

a. WHEN TEAMS FINISH EQUAL ON POINTS AT END OF COMPETITION ROUNDS

- i) If teams finish equal in first, second or third, the positions will be determined by points for and against.
- ii) If two teams finish equal in fourth or fifth position, that position will be determined by points for and against.
- iii) If three teams finish equal in third position after the competition rounds, the positions will be determined by points for and against.

b. DRAWS IN PLAYOFFS, SEMI FINALS AND FINALS

- i) During a playoff, semi final or final in the event of a draw at full time, there will be an extra ten minutes each way (International) and five minutes each way (Mod). The team scoring first (Golden Point) will be declared the winner and the time ceases.
- ii) If the scores are still level after extra time, there will be a play-off midweek.

c. DRAWS IN PLAYOFFS, SEMI FINALS AND FINALS

- i) In the event of a draw in a grand final, there will be an extra ten minutes each way (International) and five minutes each way (Mod). The team scoring first will be declared the winner and the time ceases.
- ii) If the scores are still level after extra time both teams will be declared joint premiers.

d. Semi Final Equipment

CCDJRL to supply all balls & time clocks during all semi finals. *(Amended 27.10.17)*

10. REGISTRATIONS

- a) All new players to the game must provide two passport photos and produce their birth certificate or passport. The Online registration is to be filled out by a parent/guardian.
- b) If a justice of the peace has sighted the original of a birth certificate a copy may be presented to the club. The JP must sign the copy. A white registration card is to be filled out for all players. Players who can't produce a birth certificate at the time of registration may play on a statutory declaration until 30th June.
- c) Existing players must have the on-line registration completed by a parent or guardian & passport photo loaded onto the online system by club. *(Amended 04.02.14)* All transferring players must complete a registration form at the club they are transferring to, registration forms are to be completed by the club registrar and signed by the parent/guardian before lodging with CCDJRL administration.
- d) When a player has been graded, a coloured player's card with his details is to be filled out. The colours of the cards are as follows:
 - Blue - Division One Under 9's, Mod and International
 - Yellow - Division Two Mod and International

- Green - Division Three Mod and International
- Grey – Division Four Mod and International (*Amended 13.12.13*)
- Pink – Under 6's, Under 7's, Under 8's and Under 9's other than division one. (*Amended 22.11.13*)

A Division Zone Controller will sight all new players; the players will need their birth certificate or statutory declaration, white card and coloured card.

PLEASE NOTE: Zone Controllers are expected to be at a club for sightings on two occasions only.

- e) Players re-registering in the Under 10's, 13's and 16's must produce two new photos; new coloured cards have to be made out. These players must be sighted by a Zone Controller (please ensure new and old cards are available for the sightings).
- f) All other players re-registering can be sighted by a registrar from another club after Round one (1) of CCDJRL competition or Zone Controller at any time. (*Amended 04.02.14*)
- g) Registration transfer forms shall only be lodged with the Division between the hours of 9.00am and 5.00pm Monday to Friday.
- h) Clubs not fully financial with registrations after a date/s to be set by the Management Committee will be suspended from the competition until the club becomes financial. In this instance all competition points will be awarded as per a forfeit however no compensation for disadvantaged clubs will be applicable.
- k) Any player registered with the CCDJRL must have portability registration with the CCDRL to play in any CCDRL match prior to 30th June. After 30th June portability registration will not be required to play in a CCDRL match.
- l) Any players under the age of 16 who wish to play above their age group must have prior to taking the field completed the appropriate "Consent Form" and have it signed by their parent or legal guardian & lodged with the CCDJRL office.
- m) Players who have registered in an older age group and played in that age group during the competition rounds may make application to participate in the final series in their correct age group in Division 1 only. All applications to play down in their correct age group must be approved by the Grading Committee and their decision will be final. Any breach of this bylaw will deem the player unqualified.
- n) All clubs are able to have their onsite registration days from the 1st November of each year. The only players that can register on that day are players that played for the club the previous year and players that have never played rugby league before.

All clubs must bring the transfer registration sheets into the Division office during the following week to have those transferred player

registration Approved/Denied. Clubs can register transferred players on the Online system to the game no earlier than the second Saturday in February.

All clubs can register online, existing players and players that have never played rugby league before, from the 1st November each year.
(Amended 04.02.14)

Failure to abide by any of the above will result in a fine of a maximum of \$500.00.

11. TRANSFERS

- a) If a player wishes to move from one Central Coast club to another, the Secretary will lodge a registration form with CCDJRL Administration & request a transfer through the online Sportsware system. The Secretary from the club he/she wishes to leave will either approve or deny the transfer. If the transfer is approved by the club the Administration Officer of the CCDJRL will finalise the transfer. The club the player is leaving is to send his/her cards to the player's new club.
- b) If a player comes to the club from outside the boundaries of the Central Coast the same transfer procedure will apply.
- c) CCDJRL transfers apply for all players Under 6's to Under 17's. *(Amended 13.12.13)*
- d) PLEASE NOTE: A player cannot play for his new club until the Division Office has received & Approved the completed transfer.
- e) No more than 3 players from an age group (according to date of birth), at one club will be allowed to transfer to an age group at another club. Dispensation from this rule will be considered upon written application from the players' parent/guardian to the Management Committee.
- f) If a player transfers to a club outside the boundaries of the Central Coast and returns to the Central Coast within two years he/she must return to his original club.
- g) A Representative Player will not be allowed to transfer to a team that has four or more Representative players registered in that age group. Refer to clause 13 d) for the definition of a Representative Player. Dispensation from this rule will be considered upon written application from the players' parent/guardian to the Management Committee.
(Amended 03.03.14)

12. GRADING COMMITTEE AND GRADING SHEETS

- a) Divisional Grading Committee shall meet:
 - prior to the first round of the competition
 - as otherwise required
- b) Clubs are to submit grading sheets to the Division office each year by a date set by the Management Committee. The grading sheets are to

contain the names of the players, the age and division they played the previous year and the division the club feels the team should be placed in.

- c) The Grading Committee will meet and place teams in the division they feel best suits that team. If the club feels any of their teams are incorrectly graded they will be given the opportunity to appeal the Committee's decision.
- d) The Division requires clubs to allocate their approved registered players & coaching staff into Graded teams in the Online system to be used as grading sheets for the grading committee & compliance.
- e) The Grading Committee may use their discretion to regrade teams after 3 Rounds of competition.
- f) A player cannot be regraded without application from the Club Secretary to the Grading Committee Chairman and the approval of the Grading Committee.

13. REPRESENTATIVE TEAMS

- a) If a team is reduced to less than thirteen players due to representative commitments (only Representative matches controlled by the CRL or CCDJRL) the club can apply in writing for a deferment to the Division Operations Manager. If the deferment is granted, the Division Secretary will advise both clubs that the game is to be played (if practicable) within seven days of the original date. If the clubs cannot come to an agreement as to the time, date and venue, the Division Secretary will make the decision, which will be binding. The deferment may be granted only after the numbers of registered players in that age group has been checked.
- b) Representative players can play for their club on Saturday if they have a Representative commitment on Sunday.
- c) Central Coast Representative Teams

Players are required to play in the open trial organised by the Central Coast JRL each year to be eligible for selection in any Central Coast JRL Representative team (13's to Under 18's). Players may also be selected through CCDJRL competition rounds. *(Amended 04.02.14)*

A player may seek and be granted exemption from these trials if he is injured or ill but a Doctors Certificate will be required and he must still attend the trial unless his Doctor states in the certificate he is too unwell to do so.

A player may seek exemption on the basis of a family crisis. This must be in writing and a decision on the exemption will be made by the Division President, Operations Manager and the Representative Secretary.

When the Representative squads are finalised the same rules will apply for all Trial Matches, Country and Regional Championship games.

If a player does not turn up for a game or training without exemption he may be removed from the squad immediately.

All Players registered within the Central Coast Division Junior Rugby League shall be available for selection into representative teams. *(Amended 03.03.14)*

A player who makes himself unavailable for or withdraws without dispensation from any representative team or any team deriving there from under the control of the Central Coast Division Junior Rugby League or the League shall not play in any team until the commitments of these representative teams have been completed. *(Amended 03.03.14)*

d) Representative Player Definition: *(Amended 03.03.14)*

A player is deemed a Representative Player if in the previous or current season, the player is selected in:-

- (i) Central Coast Centurions NSWRL Harold Mathews & SG Ball Summer Squads.
- (ii) Any other Harold Mathews or SG Ball teams within Australia or New Zealand,
- (iii) Central Coast Centurions (CRL) Representative Squads (U/14s, U/15s, U/16s, and U/18s)
- (iv) Central Coast Centurions (CRL) Representative Development Squads U/13s,
- (v) School based Regional (ie Sydney North), State or National Representative Team,
- (vi) All players wishing to pursue NSW & Australian School Boys rugby league fixtures will be granted permission without being penalised but will be classed as a Representative Player. Such players must give prior warning to the CCDJRL President before agreeing to play in a Central Coast Centurions aged Representative side.
- (vii) Any other CRL Group, Division or Region in Country Championship Fixtures.

All players are classed as Representative Players until such time as the final cut is made by the Central Coast Centurions staff. Only then the players that have not been selected in the final cut will then be taken from the Representative list for that season.

Any player added to the squad/team after final selection due to injury or performance will be classed as a Representative Player.

Any player removed from the final cut Representative Team during the Representative Season due to performance or injury will remain classed as a Representative Player.

Any player wishing to pursue their endeavours in any other code or sport and is selected in the Central Coast Centurion aged Representative Teams will be stood down from all games of Rugby League until such

time all Representative games have been completed in that season if Dispensation has not been granted.

14. **UNQUALIFIED PLAYERS**

In addition to Rule 8 of the General Competition & Challenge Trophy Rules, losing teams playing unregistered or unqualified players shall be liable to any other disciplinary action that may be imposed by the Management Committee.

15. **PLAYERS SENT FROM THE FIELD OF PLAY**

a) A completed copy of the Referees Dismissal Report is to be handed to the dismissed players Club Secretary, or other Senior Club Official, on the day of the match at the ground and the original copy of the Referees Dismissal Report is to be faxed to the Division office by 7.30pm on the day of the game with the Results Sheets. Failing this a \$100 fine will apply.

b) CCDJRL – Procedures on Foul Play

(i) Zero tolerance of fighting on the field. Under 13's to 17's inclusive (*Amended 13.12.13*). Any player who throws a punch or 'strikes' another during a match will be automatically sent from the field. If that player is subsequently found guilty at Judiciary, the minimum penalty will be a suspension for the duration of one CCDJRL Competition or Finals Series games inclusive of any Club and Representative Trials, Schoolboys Rugby League and Rugby Union, with The Judiciary Committee taking into account any mitigating circumstances. (*Amended 03.03.14*)

(ii) Any player found guilty of breaching rule 1 for the third time in a season will incur an automatic minimum 12 month suspension from the game.

(iii) A 'Time Out' system will be introduced whenever a severe 'melee' occurs.

A melee is considered to be misconduct involving more than two players in the game at any one time.

The Referee will signal a 'Time Out' period and call for the ground manager to bring both coaches onto the field.

The Game will only continue if and when The Ground Manager and the Referee agree.

If and when the game continues and another melee occurs the referee will deal with any players for fighting and then abandon the game immediately

(iv) Any team that has had more than two abandoned matches in a season may be disqualified from that competition for that season after investigation by the CCDJRL Management Committee.

- (v) Any player who runs onto the field of play from the team 'bench' area during a match will be automatically sent from the field and incur a minimum suspension for the duration of ten CCDJRL Competition or Finals Series games inclusive of any Club and Representative Trials, Schoolboys Rugby League and Rugby Union. *(Amended 03.03.14)*
- (vi) Any player or official found guilty of touching a referee or official in an aggressive or inappropriate manner will be disqualified from the game for a minimum period of 12 months.
- (vii) Any Spectator, who enters the playing area with intent, may be banned from attending any Junior League fixtures for a minimum period of 12 months and may be liable to pay a fine under the Code of Conduct.
- (viii) If a person breaches a disqualification under rule 7, the team and or club that the person is associated with will be liable for penalty under the Code of Conduct.
- (ix) If a trainer, coach or manager touches a player during a 'melee' an automatic minimum six week suspension from all facets of Rugby League, including playing, will apply if that person is found guilty of such an offence. *(Amended 03.03.14)*
- (c) Mod Players being sent from field due to Foul Language or Striking. *(Amended 27.10.16)*

Foul Language or Striking:

General (Used in instances of personal frustration)

- First Offence. Player is identified, Placed on Report & penalised (To be recorded on match sheet)
- Second Offence. Player is identified, placed on Report, sent from the field and receives automatic (2) week suspension
- Any player that retaliates will receive automatic (1) week suspension.

(Toward Match Official – opponents or similar): Player is identified and sent from the field. Automatic suspension applied.

(d)

1. Melee definition: punches thrown by multiple players, usually includes four (4) or more players.
2. Central Coast Division Junior Rugby League is to be informed of a Code of Conduct melee breach via the Match Official and/or Official of the League, in writing, by 9.00am Monday.
3. Melee complaints from parents, players or club personnel will need to fill out "FORM 1" in the CCDJRL By-Laws.
4. Judiciary Committee to determine if a melee has occurred.

5. Code of Conduct melee breach notice issued to the offending club(s) by 5pm Tuesday.
6. Disciplinary hearing to be scheduled for Thursday at 6.00pm.
7. Under special circumstances the hearing may require scheduling on an alternate day/time
8. The process for hearing a Code of Conduct melee breach will follow the same process as a regular disciplinary hearing.
9. Should a Club be found guilty of a code of conduct breach due to a melee imposing the following maximum penalties against the offending Club shall be strongly considered:
 - a. First offence \$1,000 fine
 - b. Second offence \$5,000 fine + potential loss of competition points
 - c. Third offence \$10,000 fine + team expulsion from competition + players involved will be denied clearance to play with another team
10. Penalties mentioned in point 9 may be applied in addition to any judiciary/disciplinary penalties against individual players, officials, the team or the Club.
11. Code of Conduct melee disciplinary offences accumulate against a Club, not just a specific team. Club offences will remain on record and continue to actively accumulate for up to two (2) years.

National Code of Conduct – Summary of Offences (p7)

Clubs are responsible for the conduct of their players, parents/carers of players, coaches, officials and club supporters.

Breaches of the Rugby League Code of Conduct may result in penalties, including but not limited to:

- Suspension of a match and/or
- Termination of a match (including potential forfeiture of competition points) and/or
- Monetary fines and/or
- Suspension of a participant on a temporary or permanent basis and/or
- Suspension of a Club, League or Association on a temporary or permanent basis.

These penalties are in addition to any penalty which may be imposed by the home League's judiciary.

16. **JUDICIARY HEARINGS**

The Judiciary Committee will convene on Monday nights. As a result of player being dismissed from the field:

- a) The Referee must attend the Judiciary hearing. (unless (c) is applicable.)
- b) On a Touch Judges Report, the Touch Judge must attend the Judiciary Hearing. (unless (c) is applicable.)
- c) If a Referee/Touch Judge is absent from the hearing, with Player Consent the Judiciary may still hear the case at the discretion of the Judiciary Chairman via an Electronic Link & may impose appropriate relevant penalties.
- d) If a player pleads guilty to a charge after being sent off and does not wish to attend the Judiciary hearing, the case may go ahead in his absence.
- e) Refer also to Clause 5, Dismissal and Judiciary Procedures, in the Operational Regulations. *(Amended 03.03.14)*

17. ATTENDANCE AT GENERAL MEETINGS

All Clubs shall have a delegate attend all Divisional General Committee Meetings as set down. Failing this, a \$50.00 fine shall be imposed.

18. CLUB COLOURS

Each Club must register it's jumpers, shorts and socks design. This is to be done by the deposit of a colour image of the design with the Division Office and no change may be made without the approval of the Management Committee.

19. DIVISION FINANCIAL YEAR

The financial year of the Central Coast Division affiliated Clubs and Constituent bodies conclude on 30th September of each year.

20. FINES

- a) Fines of up to \$500 levied on a Club shall be payable to the CCDJRL within fourteen (14) days of receiving notice of such fine.
- b) Fines in excess of \$500 levied on a Club shall be payable to the CCDJRL within thirty (30) days of receiving notice of such fine.
- c) Fines Not payed within the above time frame may be subject to teams Not being allowed to playing in the CCDJRL general competition or Semi Final Series.

21. CHILD PROTECTION

It is the responsibility of the Club to ensure every person who shall be appointed to a position within the Club shall complete the appropriate child protection approval process with the NSW Government. The approval from the Government process is to be recorded in the clubs online volunteer registration system, the Division may from time to time check compliance of the person.

22. TEAMS PLAYING OUTSIDE THE CENTRAL COAST

No CCDJRL registered team shall play a match outside the Central Coast without obtaining written permission from the Division prior to doing so. In the event of teams leaving the Central Coast for social reasons (i.e. end of season trips) a bond of \$500 is to be lodged with the Division. Upon receipt of a letter within a month of the trip from the proprietor of the venue the team stayed at confirming appropriate behaviour during the stay, the bond will be returned in full. Breaches of this rule will result in a \$500 fine for the offending club.

23. GROUND MANAGERS REPORTS

It is the responsibility of the Home Club to ensure a Ground Manager is active and visible for every game. The Ground Manager shall report any relevant incident pertaining to a breach of the CCDJRL Code of Conduct on the Ground Managers Report form. All completed reports are to be sent and received by the Division Office by the fourth working day after the Match is played. Any Club failing to comply could incur a fine of up to \$500.

Form 1 - Complaint Form

Date _____/_____/_____

The President
Central Coast Junior Rugby League

Dear Sir,

I am making a complaint against,

(Name of Individuals or Club)

on a charge of breaching the following clause of the CCDJRL Constitution or By-Laws.

(Quote clause number)

Nature of the Complaint - Description

(Attach additional information as required)

The Complaint fee of \$250.00 is enclosed. Note; the fee may be refunded in part or whole at the discretion of the Management Committee.

(Name) *(Club Position)*

(Signed) *(Date)*

(Signed - Club Secretary) *(Date)*

Form 2 - On Field Incident Report

Date ____/____/____

The President
Central Coast Junior Rugby League

Dear Sir,

I _____ of the _____ club, wish to notify the CCDJRL Management of an on field incident as detailed in Clause 5) of the Divisional By Laws involving;

(insert player's name, number and club)

I notified Referee, _____
(Name)
during the course of the game _____
(Grade)

Description of the Incident

(Details to include when during the game that the incident occurred)

Date of Incident ____/____/____ Venue: _____

(Signed) *(Club Position)*

(Signed - Club Secretary) *(Date)*

CCDJRL - Ground Managers Report

Ground Manager.....

Date.....

Ground

Signature: