

COMMUNITY GAME DUAL REGISTRATION REGULATIONS

The purpose of these regulations is to enable movement between the different tiers of the Game. It is intended to provide additional flexibility for Clubs to make arrangements that suit Players' development needs, whilst protecting both the playing squad requirements of the Professional Clubs and Community Clubs concerned, and the integrity of all competitions. The purpose of this Rule will be taken into consideration if an issue arises that is not expressly provided for in these Rules.

"Community Game Dual Registration" is the system whereby a Player continues to be registered to and be eligible to play for his Professional Club whilst also being registered to play for a Community Club.

1) ELIGIBLE PLAYERS AND REGISTRATION PROCESS

- (a) The following players are eligible to be Community Game Dual Registered
- (i) Players registered to play with a Club's Reserve Grade team (being a Player who has not played more than 5 first team matches, in the last three years, in a Tier 1 or 2 Competition).
 - (ii) Players registered to a Tier 2 Club on a part time contract.
 - (iii) Academy Players
- (b) Before a Player can play as a Community Game Dual Registered Player:
- (i) a Community Game Dual Registration form must have been signed by the relevant Professional Club, the Community Club and the Player;
 - (ii) such form must have been submitted to the RFL no later than noon on the Thursday prior to the match.
 - (iii) an acknowledgement must have been received from the RFL that such Community Game Dual Registration has been registered.
- (c) A Community Game Dual Registration may be rescinded by written notice to the RFL at any time by any of the 3 parties (or as otherwise agreed by the parties). Subject to the minimum registration period set out in Rule 1(e).
- (d) Any Player on Community Game Dual Registration remains contracted to their Professional Club and as such that Club will be entitled to decide whether they are available for selection by their Community Club. For the avoidance of doubt the Community Club still has discretion on whether to select any such Player for their Match Day squad. It is imperative that the Professional Club communicates with the Community Club on a player's availability.
- (e) **Minimum Registration Period**
- (i) A Community Game Dual Registration must remain in place for a minimum of 28 consecutive days from the date it is registered by the RFL.
 - (ii) During this 28-day period, the Player may not:
 - move to a different Community Club on Dual Registration;
 - cancel and re-apply for a new Dual Registration;
 - transfer to another Club except in accordance with the standard transfer rules. (iii) After the expiry of the 28-day period, the Dual Registration may be renewed, terminated or replaced, subject to RFL approval. (iv) The RFL may refuse or revoke a Dual Registration where repeated applications appear designed to circumvent the minimum 28-day period.

2) **LIMIT ON NUMBERS**

- (a) A Professional Club shall have a maximum of 6 of its registered Players on Community Game Dual Registration.
- (b) A Community Club shall have a maximum of 6 Players 'registered' as being on Community Game Dual Registration to it at any time.
- (c) A Community Club shall not include in any Match Day Squad nor play in any Match, more than 2 Players who are Community Game Dual Registered to it. It shall be the responsibility of the Community Club to ensure compliance with these Rules and any breach will be treated as Misconduct as set out in the Operational Rules.

3) **PROCESS – 2026 SEASON**

Start of Season

- (a) Each eligible Professional Club shall advise the RFL of the Players it would like to Community Game Dual Register. In advance of doing so, the Club shall obtain the Player's consent to be nominated.
- (b) Subject to limitation in Clause 2(b) each such Player's Community Club of Origin (being the last Community Club that a Player played for) shall have the first option to take its former Players on Community Game Dual Registration.
- (c) Each such Community Club shall notify the RFL which of its Club of Origin Players it wishes to Community Game Dual Register (for the avoidance of doubt this shall be a maximum of 6 Players). The RFL shall determine each player's Club of Origin however in relation to Player's who do not have a Club of Origin or are not selected by their Community Club of Origin the RFL shall have discretion, to determine which Community Club each such Player can be Community Game Dual Registered to.

4) **END OF SEASON DEADLINES**

- (a) Each season a Community Club may only play a Player who is Community Game Dual Registered to it in any play-off match in which it competes if that Player has played in 3 Matches for that Club (and team) in that Competition prior to the transfer deadline which shall be specified by the League in relation to its competition.

5) **DISCIPLINARY**

- (a) Any breach of these Rules by a Professional Club shall be dealt with by the RFL in accordance with the RFL's Operational Rules for Tier 1 and 2. Any breach of these Rules by a Community Club shall be dealt with by the applicable League.
- (b) If a Player on Community Game Dual Registration is charged with Misconduct, then the League which organises the Competition in relation to which the charge arises shall have the jurisdiction to hear the charge.
- (c) Subject to the provisions of this paragraph suspensions should be served in the Competition in relation to which the Misconduct charge arose subject to the usual rules of that Competition. Where in any week, under the rules of that Competition there is no match that can be used to count towards the suspension then the Player may count a match played by his Professional Club (where the suspension was the result of Misconduct whilst playing for his Community Club) towards the suspension.
- (d) If a Player is suspended from playing in a match, he shall not play in any other match in the same weekend, but no more than one match in any one weekend shall count towards a Player's suspension.