

## GIRL'S RUGBY LEAGUE - COMPETITION RULES 2020

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### 1. **APPLICABLE OPERATIONAL RULES**

The “Girls’ Rugby League” (GRL) sits within tier five of the RFL competition structure. All teams participating in the (GRL) are bound by the RFL Operational Rules for Tiers Four, Five and Six (Operational Rules).

### 2. **TABLES AND FIXTURES**

- 2.1 The League competition tables shall be compiled by the RFL. The positions shall be determined by the number of completed matches with points being awarded as follows: two points for each Match won; and one point for each Match drawn.
- 2.2 The Club with the highest number of points shall be at the top of the league table and the Club with the lowest shall be at the bottom. Where Clubs have an equal number of points their relative positions shall be determined by the head to head record in League matches only. Where their head to head record is even then the aggregate score of all head to head fixtures will decide the team on top. Where points are still even, the points’ difference calculated by the total points scored minus points conceded shall be used, with the greater number giving the higher position. If this still leaves a tie, total points scored will decide the team on top and where this also is even, the least points conceded shall be used. If the positions are still equal, positions will be determined by the toss of a coin which shall be carried out at such time and place as the RFL shall direct and those Clubs concerned shall be entitled to witness the toss.
- 2.3 The notional score in forfeited games shall be 24-0 and a points’ deduction of 1 point.

### 3. **STRUCTURE OF COMPETITION**

- 3.1 The first four weeks of playing activity, for the year will be classed as an assessment period to determine the number of registered players and the relative strength of teams.
- 3.2 If two or more clubs finish level on points at the end of a season the application of competition rule 2.2 will decide which team finishes above the other.
- 3.3 If a club withdraws from the League having failed to complete 50% of its scheduled games, then the club’s record shall be expunged. If a club completes 50% or more of its scheduled games, the points will be awarded to the opponents in line with competition rule 2.3.
- 3.4 If a club is expelled or suspended, its record will be expunged, irrespective of how many games that club has played.
- 3.5 The League will operate to a top four play-off format for the Under 16 and Under 14 age groups, where this is deemed, by the Management Committee, to be appropriate.
- 3.6 Only players who have played 2 or more League fixtures, for their respective team are eligible to participate in the play-off stages of the Competition. The GRL Management Group can relax this rule at their discretion.

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### 4. MEMBERSHIP

- 4.1 Membership of the GRL is open to all clubs playing Rugby League who are capable of meeting any Annual Entry Criteria as specified by the RFL.
- 4.2 Applications from clubs must be submitted in writing to the Competition Administrator by the 31st January each year. Membership shall be granted to a club for one season only and all clubs must reapply for membership each year.
- 4.3 The annual subscription for membership of the league shall be £25 per team.
- 4.4 Each Club will be required to ensure that the Volunteers listed below are appropriately qualified (where applicable) and registered on LeagueNet:
- Coaches (Level 2 licenced coach)
  - Club Welfare Officer
  - First Aiders
  - Game Day Manager
  - Club Secretary
  - Club Chairman

### 5. START AND END DATE OF THE COMPETITION

- 5.1 The RFL shall determine the commencement date of its competition and the date upon which it shall cease. These dates will fit between the 1<sup>st</sup> March and 30<sup>th</sup> November in any year.

### 6. PLAYER REGISTRATIONS

- 6.1 All players should annually register to the club using the RFL LeagueNet system. The League will circulate a link to the registration portal to the clubs to commence the registration process.
- 6.1.1 A maximum of 25 players can register per team in the GRL, however fifteen is the minimum number per team and scheduled fixtures may be refused until there are 15 players registered.
- 6.1.2 Where clubs run 2 teams at one age group clubs must have a minimum of 30 players and can register a maximum of 50. These teams have the ability to move up to 5 players between the two teams during the season.
- 6.2 **Transfers**
- 6.2.1 Teams may register, by transfer, three Players only per Season from different Clubs. The RFL may relax this rule, at their discretion, as deemed appropriate to meet the needs of the Competition.
- 6.2.2 It is the responsibility of the Club the player is moving to initiate the transfer. The parent/guardian has final sign off of the transfer. The process must be completed in full, including parent/guardian sign off, before a player plays. The Competition Administrator will communicate further details on the process.
- 6.2.2 The deadline for transferring of players shall be the 30<sup>th</sup> September.

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### 7 FIXTURES

- 7.1 Any club wishing to rearrange a fixture must consult their opponents, agree a new date and complete a fixture amendment form. The completed fixture amendment form must be forwarded to the Competition Administrator for their approval. If clubs cannot agree a new date within 14 days of the original fixture, then the Competition Administrator will issue a new date for the fixture. If the fixture is not played as instructed by the Competition Administrator, the points will be awarded to the non-offending club.
- 7.2 Where programmed into the fixture programme, backlog dates should not be considered as a free weekend. Teams should be prepared to be allocated fixtures on these days.
- 7.3 Postponements will not be considered because of injuries or any other matter not considered exceptional.
- 7.4 Any club desiring to arrange a friendly must seek permission from the Competition Administrator. No friendly fixtures shall be arranged on a League fixture date without prior approval of the Competition Administrator.
- 7.5 Clubs must accept fixtures given at seven days' notice by the Competition Administrator.
- 7.6 If a club fails to fulfil a fixture, the Club Secretary must inform the Competition Administrator that they are rearranging the fixture
- 7.7 Any club failing to play a fixture on a scheduled date will be made to play the reverse fixture, if it has not already been played or forfeited, on their opponents' ground. Clubs failing to fulfil fixtures will be fined £30 and deducted competition points as per competition rule 2.3
- 7.8 Any Club failing to fulfil a fixture must pay reasonable expenses to the non-offending Club, as determined by the GRL Management Group. This may include the referee's full fee and expenses. Any club failing to fulfil a fixture must pay reasonable expenses to the non-offending club, as determined by the RFL. This may include the referee's full fee and expenses. For the avoidance of doubt, if a game is called off after 5pm on a Friday for a weekend fixture, or 5pm the day before a midweek fixture, then this rule will come into force.
- 7.9 Any Club which fails to notify their opponents of its inability to raise a team 60 minutes before the scheduled kick-off, shall also be liable to pay any expenses, up to a maximum of £40, which their opponents may incur, including kit washing, or medical costs such as strapping.
- 7.10 In the case of a home club failing to fulfil a fixture, a visiting club that has travelled, may claim up to a maximum of £50 towards transport costs.
- 7.11 If a club running two or more teams is unable to raise a team on any particular day, then the highest ranked team fixture must be played.
- 7.12 Any club with more than one team at home, in any competition, must provide an alternative pitch in case of a clash of fixtures

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### 7.13 Postponements

- 7.13.1 In the event of the home Club suspecting that its ground will not be fit for play owing to adverse weather conditions or other cause, the home Club must immediately call a Match Official on the approved list recognised by the RFL to carry out a ground inspection. If the Match Official states the ground is not fit for play, and in their opinion, there is no chance of it being so before the scheduled kick off, then that decision must be communicated immediately to the visiting Club, appointed Match Official and the Competition Administrator. Any Club failing to fulfil this instruction may be guilty of Misconduct and in addition to any sanction will be responsible for the reimbursement of reasonable travel expenses incurred by any Match Official or Club not so notified.
- 7.13.2 All postponements made in accordance with 7.11 must be notified to the Competition Administrator within 1 hour of the decision being made.
- 7.13.3 Where a Match does not take place because the away Club fails to turn up then in addition to such Club being found guilty of misconduct it shall also be liable to pay £50 compensation towards refreshment costs.

## 8 MATCH DAY OPERATIONS

- 8.1 All games shall, unless there is mutual agreement between competing clubs to the contrary, be organised and staged on Saturday morning with a kick off time scheduled for 11.00 a.m.
- 8.1.1 In the event that your Club and age groups are all drawn on the same day and in conflict with the default kick off time then the highest age group will take priority and Clubs are encouraged to stagger the kick off times accordingly. These kick off times and days may be varied if BOTH clubs agree. In the event that BOTH clubs do not agree then the Competition Administrator shall determine the day and kick off time.
- 8.2 To maintain the continuity of the playing programme the Competition Administrator shall be empowered, if necessary, to bring forward to an earlier date fixtures scheduled for later in the season.
- 8.3 **Contacting Opponents and Kit Obligations**
- In accordance with the Operational Rules it is the responsibility of the home Club, during the week preceding a game, to contact both its opponents and the relevant Match Officials regarding team colours and ground directions.
- 8.3.1 In the event there is a clash of colours the away team must wear an alternative strip.
- 8.4 **Team Sizes**
- 8.4.1 Teams should where possible play 13 a side. If a team cannot raise 13 players both sides should reduce numbers accordingly to a minimum of 9 a side. The pitch size should also be reduced to reflect this.
- 8.4.2 Teams can play everybody in their squad on a match day however it is up to the coach to manage this.

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### 8.5 Match Length and ball size

- U12s – 20 minutes e/w size 4 ball
- U14s – 25 minutes e/w size 5 ball
- U16s – 30 minutes e/w size 5 ball

### 8.6 Technical Areas

All non-playing personnel and interchanges must remain in the designated technical area throughout the Match. They are not permitted to station themselves around the field, other than when managing a player, who has been removed from play, or when time management principles have been implemented (other than tracking physios) and are subject at all times to the control of the Match Officials.

### 8.7 Medical Requirements

8.7.1 It is the requirement of each Home Club to ensure that a First Aider is in attendance at each game. The first aider should make themselves known to the Match Official before the start of any Match and shall remain for a minimum of 15 minutes after the end of the Game and shall speak directly with a designated Official from both Clubs, if necessary, to ensure that the correct reporting paperwork is completed. In the event that there is no first aider then the match official will not permit a game to take place.

8.7.2 First aiders should be listed on the team sheet and are required to register on the LeagueNet system as a volunteer.

8.7.3 In the event a player sustains an injury to the head and the match official suspects they are suffering from concussion then they will stop the game and ask for the first aider to come on to see them. If the first aider suspects concussion the player should be removed from the field of play. If the player refuses to follow the first aider's advice, then the match officials can hold up play until the player follows the instruction of the first aider. Advice for managing concussion can be found here. [https://www.rugby-league.com/the\\_rfl/concussion](https://www.rugby-league.com/the_rfl/concussion)

### 8.8 Reporting Injuries and Concussion

8.8.1 In the event there is a serious injury or concussion at a Match this must be reported using the LeagueNet system. Reports are added in the post-game section which is the same area as where results are added. It is imperative that any head injuries are reported on the system as this information has to be provided to the insurers.

### 8.9 Post Match Arrangements

8.8.1 The home club shall be responsible for supplying all the competing players, club officials and appointed Match Officials with a suitable post-match meal. The visiting club is obligated to accept such hospitality.

### 8.10 Team Sheets and Reporting Results

8.10.1 Official team sheets must be completed correctly before the commencement of matches and shall be signed by a recognised official from each club and the Match Official.

8.10.2 Completed team sheets should include the full forename and surname (no initials), of all participants and must be sent by the home club official to the Competition Administrator. Details of the player of the match from both the participating clubs must also be included. The

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failure of a club to complete and return team sheets correctly will incur a £10 administration fine.

8.10.3 It is the responsibility of both clubs to ensure that the team sheet information, including point scorers and result information, is entered on the LeagueNet system, within 48 hours following the completion of the game. Failure to do so will result in a £10 administration fine. For the avoidance of doubt prior to inserting the result both Club must agree with the Match Official the final result.

### 8.11 Abandonment of Games

8.11.1 If a game is abandoned with more than three-quarters of the playing time elapsed, the result shall stand unless otherwise determined by the RFL. If less than three-quarters of the playing time has elapsed the RFL, at its sole discretion, may order the game to be re-played.

## 9 DISCIPLINE, SUSPENSIONS AND FINES

9.1 A GRL discipline panel is in place to deal with all discipline matters. The disciplinary panel shall have the full power to expel, suspend and/or fine any club, player, official or other person, subject to the Operational Rules, found guilty of misconduct and/or breach of these rules and/or breach of the Operational Rules and to order them to meet any costs incurred.

9.2 A written report of a Match Official on the misconduct of any club, player or official must be sent via email to the Competition Administrator with a copy to the offending club for receipt inside 48 hours from the conclusion of the game.

9.3 Reports of brawling – defined as three or more players involved – should, via email, be sent by the Match Official, within 48 hours of a game's conclusion, to the Competition Administrator. Separate copies of the report must be lodged by the Match Official with the clubs concerned.

9.4 Any club which does not receive from the Match Official within 48 hours a report outlining a dismissal or brawl having occurred should contact the Competition Administrator immediately. The failure of a club to receive a written report will not prevent action being dealt by the relevant discipline committee.

9.5 A reported club, player, official or any other person may send a letter for receipt by the Competition Administrator within ten days of the date of the match to defend an allegation of misconduct. The club or such persons may in their own defence request a personal appearance and/or bring witnesses to the hearing, provided that they notify the Competition Administrator within ten days of the alleged offence. If a Club requests a personal hearing but fails to attend, then an additional £20 fee will be charged in addition to any fines which may be imposed.

9.6 Unedited DVD evidence shall be an accepted method through which to defend or confirm the alleged actions that have been reported to the committee by a Match Official.

9.7 Club secretaries or their deputies, pursuant to the hearing having not received a verdict after five days, should contact the Competition Administrator regarding the result.

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- 9.8 Should a case of alleged assault by a player, club official or spectator be lodged it will be reported to the Competition Administrator by a Match Official. The Match Official will then be instructed to make himself available to the disciplinary committee, for the purposes of interview, due notice of which shall be given in writing. A Match Official shall in such circumstances be entitled to claim reasonable travel expenses.
- 9.9 A player's suspension will start on the Saturday after the hearing took place unless the Competition Officer notifies the player or club otherwise with the exception of any suspension of six matches or more which shall take immediate effect. In the event a player with a suspension of 6 or more games wishes to appeal, they will not be permitted to resume playing until the appeal is heard.
- 9.10 A suspended player is not permitted to play in any other game of Rugby League until any fines are paid and her suspension is served, and the completed Notification of Games Served Form has been completed, received and approved by the Competition Administrator. Any player or club violating this rule will be fined not less than £50 and the offending player shall be suspended for a further six matches and will not be able to play until such time as the fine is paid. In the event of a game having been won by a club fielding a player under suspension then the competition points gained shall be forfeited automatically. The Management Group reserves the right to apply other sanctions which may include a club's suspension or expulsion from the competition.
- 9.11 All fines, payable to the RFL must be settled within 28 days and must be forwarded to the Competition Administrator. Failure to meet this obligation shall result in the fine being doubled automatically. If a further seven days elapse without receipt of payment, then the club's fixtures will be suspended.
- 10 APPEALS**
- 10.1 All appeals against disciplinary sanctions imposed by the GRL are to be dealt with by an independent RFL appointed panel.
- 10.2 Clubs who have the right to appeal may do so within 14 days of a decision made only if they have attended the disciplinary panel meeting or submitted a written defence. A £40.00 fee, payable to the "RFL", should be submitted together with an accompanying letter outlining the reason why the appeal is sought. This must be forwarded to the Competition Administrator.
- 10.3 An appeal by a club may only be based on the following grounds: a) the finding of guilt or b) the severity of sentence imposed.
- 10.4 No member of the Management Group actively involved in a decision taken at the initial hearing, other than the Competition Administrator who has no voting rights, shall be permitted to adjudicate on matters which will be the subject of appeal.
- 10.5 Adjudication by the Appeals' Panel precludes the right of individual players or their clubs towards seeking a further representation.