

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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

The Girls Rugby League (GRL) is part of the RFL Tier 4 Competition Structure within the National Community Rugby League (NCRL). Governance of this competition sits with the RFL under its Operational Rules for Tiers Three and Four.

### 2. **MEMBERSHIP**

#### 2.1 **Eligibility**

Membership is open to all Rugby League clubs who meet the Annual Entry Criteria set by the Management Group. Membership may be reviewed if a club has a poor disciplinary record or falls below the criteria.

#### 2.2 **Application Process**

Clubs must apply via the application process as specified by the League by the end of December (date set annually). Membership is granted for one season only; all clubs must reapply each year. New clubs may be admitted to the League at a later date; however, they would join the development league and play friendlies.

#### 2.3 **Fees**

The annual subscription for membership of the league shall be £40 per team. Annual fees are subject to adjustments each season. All fees must be paid by 1<sup>st</sup> March and must be paid to the RFL.

#### 2.4 **Club Roles and Qualifications**

Each club must ensure the following roles are qualified, as set out by the RFL and registered on GameDay:

- Coaches:
  - Level 1 licensed for Primary age groups (7s–11s)
  - Level 2 licensed for Youth age groups (12+)
- Club Welfare Officer
- First Aiders
- Game Day Manager
- Club Secretary
- Club Chair

These roles, along with key club details, must be submitted via the Club Registration Form (CRF1) by the published deadline. The CRF1 must include:

- Club Secretary, Treasurer, Chairperson (3 separate individuals)
- Optional Nominated Club Person
- List of teams for the season
- Coaches with qualifications and expiry dates
- Two separate contacts with email addresses
- Registered Game Day Managers (mandatory)
- Accreditation status
- Welfare Officer (RFL registered)
- Qualified First Aiders (mandatory)

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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The Club Secretary or Nominated Club Person is responsible for ensuring CRF1 accuracy and must have full GameDay access. Changes to volunteers must be notified in writing within 14 days.

### 2.5 Club Meetings Attendance

All member clubs are required to attend designated Club Meetings, including the Annual Clubs Meeting.

## 3. START AND END DATE OF THE COMPETITION

3.1 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> of March and the 31<sup>st</sup> of October in any year.

3.2 All league fixtures need to be played before the 22<sup>nd</sup> of August, two weeks prior to the playoff stages across all age groups.

3.3 Any outstanding games at this time will be awarded by the Management Group once they have considered all facts around the original and any subsequent postponements in accordance with the rules in section 6.

## 4. PLAYER REGISTRATIONS

4.1 All players should annually register with the club using the RFL GameDay system. The League will circulate a link to the registration portal to the clubs to commence the registration process.

4.2 A maximum of 25 players can register per team in the GRL. The minimum number of players that must be registered for a team to be involved in formal competitions are outlined below:

- U13, U14, U18: Minimum of 15 registered players
- U15 & U16: Minimum of 17 registered players
- U11 & U12: Clubs with less than 15 players registered can still participate.

The Management Group may grant exceptions to allow for additional registrations beyond these limits or flexibility on the minimum required, if the competition is developing.

4.2.1 Scheduled fixtures may be refused if a team has fewer than 15 players registered.

4.3 Where clubs run two teams at one age group, limited movement of players may occur, see section 4.12.1.

4.4 Players are eligible to play in their true age group or one age group above, in line with RFL Operational Rules. Players may only register for one team per season.

4.5 Players must have turned 16 before participating in U18 fixtures, in line with RFL Operational Rules.

- 4.6 Merged teams will not be permitted into the structured divisions. Any teams who have to merge with a local club can play games in the development leagues until such time they can play games as a standalone team. A maximum of two teams can merge in a development league.
- 4.7 The RFL may introduce, from time to time, new registration processes.
- 4.8 **WSL Under 19s Programme:**  
WSL clubs will hold the primary registration of the player. Players will be, where possible, dual registered with the Community Club they have played (unless they don't have a team for that player to be part of U18/Open Age). WSL clubs will be responsible for managing the player workload appropriately.
- 4.9 **Player Dispensation (Youth & Junior)**
- 4.9.1 Player dispensations are governed by the [RFL Dispensation Policy](#). The League does not administer or approve dispensations; all clubs must follow the RFL policy and associated procedures in full.
- 4.9.2 Dispensation requests may be considered where a player's welfare, safety, or access to the game would otherwise be compromised. Dispensations are only granted in defined circumstances, including (but not limited to) disability, significant physical development delay, chronic health conditions, cognitive or educational delay, access or pathway restrictions, exceptional individual needs, or the requirement to use medical devices or personal protective equipment.
- 4.9.3 All applications must be submitted in accordance with the [RFL Dispensation Policy](#), using the official RFL process and supported by appropriate evidence. Applications must be submitted through the Club Welfare Officer.
- 4.9.4 Dispensations will not be granted where they pose a safeguarding risk, create a competitive imbalance, or compromise the integrity of the competition.
- 4.9.5 Clubs are responsible for ensuring that any player granted dispensation complies with the terms, conditions, and limitations set out in the RFL approval. The League will recognise only those dispensations formally approved under the RFL Dispensation Policy.
- 4.10 **Transfers**
- 4.10.1 Teams may apply to transfer up to three Players only per Season. The RFL may relax this rule, at their discretion, as deemed appropriate to meet the needs of the Competition. Please note, the decision of the Competition Officer is final. There will be no appeals process once a decision has been made.
- 4.10.2 Where a player seeks to transfer and is seeking discretion of the Management Group, the Management Group will make a decision based on whether to approve such a transfer based on all the factual circumstances and evidence placed before it. The onus is on the Club to provide all evidence required, and there shall be no right of appeal. Factors that the panel may take into consideration in choosing to apply discretion or not include: -

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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- Has the Player transferred previously in that Season?
  - How many Players has the new Team registered?
  - What effect does allowing the transfer to have on the team the player is leaving?
  - How many transfers has the team had in that season? And how many from the team is the player transferring from?
  - Any other individual factors that make the transfer necessary or not.
- 4.10.3 It is the responsibility of the Club the player is moving to, to initiate the transfer. The parent/guardian has final sign-off on the transfer. The process must be completed in full, including parent/guardian sign-off, before a player plays. The Competition Officer will communicate further details on the process.
- 4.10.4 Players may attend up to two training sessions prior to transfer approval, provided the receiving club notifies the League in advance. As a courtesy, the player and/or parent should inform their current club that they will be attending training elsewhere.
- 4.10.5 Clubs must declare if a player owes money or property. The maximum recoverable amount is £30, excluding kit/trophies.
- 4.10.6 If a transfer is submitted evidencing that there are genuine safeguarding issues pursuant to the RFL's Safeguarding Policy, then this will be dealt with by the Management Group, who will seek guidance from the RFL Safeguarding Team. The transfer will be held in abeyance until all investigations have been concluded. Any malicious or false allegation of a breach of the Safeguarding Policy shall be considered Misconduct.
- 4.10.7 The deadline for transferring players shall be the **31st of August**. Only players from disbanded teams will be able to move after this date.
- 4.11 In-House transfers (within the same club)
- 4.11.1 A player may transfer between teams within the same club only if both teams are registered in the League. Eligible (see 4.11.3) players are permitted one in-house transfer per season; any further movement will count towards the club's external transfer quota
- 4.11.2 The club must complete the official in-House Transfer Form, signed by the Club Secretary, and submit it to the League. Once approved, the player is expected to remain with the new team for the remainder of the season. Any return to the previous team within the same season will be treated as a second transfer and will count on quota.
- 4.11.3 In-house transfers cannot be used to bypass external transfer quotas. Players who have already transferred into the club from another club during the same season are not eligible for an in-house transfer.
- 4.11.4 All in-house transfers must be recorded on GameDay, with ID cards updated for both teams to reflect the new team. Clubs failing to complete the process correctly may face fines or fixture forfeiture.

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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4.11.5 The League reserves the right to refuse in-house transfers if they are deemed to create an undue competitive advantage or undermine competitive balance. Any disputes regarding in-house transfers will be referred to the League Transfer Panel, whose decisions are final and binding.

### 4.12 Clubs Running Two Teams in the Same Age Group

4.12.1 Where clubs run 2 teams at one age group in a structured league, clubs must have a minimum of 30 players and can register a maximum of 50. These clubs can move up to 5 players between the two teams from the lower division to the higher division during the season, subject to discretion of the Management Group.

4.12.2 If a player plays for more than 5 consecutive weeks, they will be subject to an in-house transfer.

### 4.13 **Free Agents and Disbanded Teams**

4.13.1 Players from a disbanded team at Youth and Junior age groups will be deemed to be free agents, subject to the remaining provisions of this clause.

4.13.2 No Club or Club Official shall incite or encourage a team to disband. Where the Management Group reasonably believes that a team has been incited or encouraged to disband, it may impose such restrictions on the transfer of those players to the Club, or to the Club or Club Official responsible, as it sees fit. This is in addition to any Misconduct action that may be taken.

4.13.3 A team will not be considered 'disbanded' if they complete the league season but do not enter, or withdraw from, the end-of-season cup competition. In these circumstances, the team remains active for the purposes of player movement. Players remain bound by all transfer rules, including the maximum of three transfers per team.

4.13.4 A free agent is defined as a player who has not been registered for a full playing season. Free agents may register with a new club provided they do not owe monies or property to a previous club. A transfer will be required to move the playing record to the new club; this movement will not count towards the club's transfer quota.

4.13.5 Where the club a player is leaving fails to engage with the transfer process, does not respond within a reasonable timeframe, or does not provide the required information, the Management Group reserves the right to approve the transfer in order to protect the player's welfare and ensure fair access to the game.

## 5. **STRUCTURE OF COMPETITION**

5.1 The RFL, in conjunction with the Management Group, will determine the structure of the League, including its format and size, and any play-off structure.

5.2 The League will run the following age groups in 2026: Under -11, Under-12, Under-13, Under-14, Under-15, Under-16, Under-18.

5.3 The Competition Officer will, following consultation with the Management Group, allocate teams to a playing division. Should a team disagree with their placement and

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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evidence that there are extenuating circumstances, they must submit their objections, in writing to the Management group whose decision will be final.

5.4 The League will operate to a top four play-off format for the Under-14, Under-15 and Under-16 age groups in the Premier Divisions only, where this is deemed, by the Management Committee, to be appropriate.

5.5 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.

5.6 Teams who have forfeited two or more games over the course of the season shall not be eligible to participate in the play-off stages of the competition. In this event, the next qualifying team will be entered into the play-off stages.

### 5.7 **League Tables**

5.7.1 The League competition tables shall be compiled by the RFL; there will be no league tables displayed for the Under 11s and Under 12s age groups.

5.7.2 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.

5.7.3 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.

5.7.4 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 league fixtures will decide the team on top. 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.

5.7.5 The notional score in forfeited games shall be 24-0 and a points' deduction of 1 point. 24 - 0 forfeited games should only be used as a last resort, every effort should be made to get games played. The GRL's primary aim is to give as many girls as possible the chance to play and develop. Awarding 24 - 0's does not do this.

5.7.6 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.

5.7.7 If a club is expelled or suspended, its record will be expunged, irrespective of how many games that club has played.

5.7.8 Any club found guilty of match official abuse will face sanctions including the possibility of a points deduction.

## 6. **FIXTURES - GENERAL**

6.1 All fixtures will be arranged and published by the League. The season will usually begin in March unless otherwise decided by the RFL.

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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- 6.2 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.
- 6.3 Clubs have the ability on Gameday to amend the kick off time, if agreed between both teams. All amendments to kick off times must be made by 12pm on a Wednesday to allow time for Match Officials to confirm arrangements.
- 6.4 No fixture shall be arranged without prior approval from the Competition Officer. Any member club participating in an unapproved fixture may be fined.
- 6.5 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.
- 6.6 If no league fixture is available, a friendly may be played. Teams may not cancel a rearranged league fixture once allocated. No friendly fixtures shall be arranged on a League fixture date without prior approval of the Competition Officer. Failure to notify the Competition Officer will result in the fixture not being sanctioned.
- 6.7 A team/team that concedes or otherwise, for whatever reason, does not fulfil a fixture scheduled, shall on the first occasion be notified that the default has been duly recorded, and further instances shall result in a points deduction, and potential financial penalty. A score-line of 24-0 shall be applied against the defaulting club.
- 6.8 The failure of a team to attend a fixture for whatever reason, without sufficient notice, shall result in the loss of the points. The reverse fixture, if not already played, shall take place at the ground of the opponents. The team shall also be responsible for the referee's fee and the post-match cost of refreshments.
- 6.9 **Postponements due to weather**
- 6.9.1 If the home club suspects that its ground may be unfit for play due to adverse weather or other causes, it must immediately contact a Match Official from the RFL-approved list to conduct a ground inspection.

If the Match Official deems the ground unfit for play and determines that it is unlikely to become playable before the scheduled kick-off, this decision must be communicated immediately to:

- The visiting club,
- The appointed Match Official, and
- The relevant Fixture Secretary.

Failure to follow this procedure may result in the home club being found guilty of Misconduct. In addition to any sanctions, the home club will be responsible for reimbursing reasonable travel expenses incurred by any Match Official or club that was not notified in accordance with this rule.

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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- 6.9.2 All weather related/pitch postponements must be notified to the relevant Competition Officer within 1 hour of the decision being made [competitions@rfl.co.uk](mailto:competitions@rfl.co.uk)
- 6.9.3 Where a Match does not take place because the away Club fails to turn up on the day, then in addition to such Club being found guilty of misconduct, it shall also be liable to pay £50 compensation towards refreshment costs.
- 6.10 **Postponing Games**
- 6.10.1 Teams are expected to play on their originally scheduled date. Postponing a game is only permitted in exceptional circumstances and is not intended for convenience.
- 6.10.2 Valid reasons for requesting a postponement include unavoidable player or coach commitments, referee or pitch unavailability, weather-related issues, or conflicts with cup fixtures. Personal or non-essential reasons are not sufficient.
- 6.10.3 Teams may apply for a maximum of two postponements per season. If additional requests are submitted, these must be reviewed by the Management Group and will only be permitted if exceptional.
- 6.10.4 Before submitting a formal request, teams must contact their opposition to attempt a mutually agreed-upon rearrangement.
- 6.10.5 All formal requests must be submitted to the Competition Officer with at least 7 days' notice. The reason for the request must be clearly stated. Reversing a fixture on the same day is not considered a rearrangement but must still be communicated.
- 6.10.6 If permission is granted, the game may be rescheduled according to the guidelines below. If permission is refused, teams have 24 hours to either play the game as scheduled or play a smaller-sided match.
- 6.10.7 Rearranged games may be scheduled midweek only if replacing the originally scheduled weekend fixture.
- 6.10.8 Requests after the deadlines above require mutual agreement of both teams and must be reported immediately to the Competition Officer and the referee.
- 6.10.9 If two teams cannot agree on a date for a postponed match, the Competition Officer, in conjunction with the Management Group, will determine the date. 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.
- 6.10.10 The Competition Officer will monitor all rearrangements to prevent excessive end-of-season changes. If a game cannot be played, the Management Group will decide whether the result is recorded as 24–0 or 0–0.
- 6.10.12 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, including contribution towards any coach cost involved. For the avoidance of doubt, if a game is called off within 48 hours of the scheduled fixture, then this rule will come into force.

- 6.10.13 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.
- 6.10.14 In the case of a home club failing to fulfil a fixture, a visiting club that has travelled, may claim up to 50% of transport costs.
- 6.11.1 **Cup Rules**
- 6.11.2 Normal competition rules apply.
- 6.11.3 Cup entry is optional, clubs must apply via the Competition Officer, once applications are open.
- 6.11.4 In accordance with Operational Rule B3:2:2 Cup Ties will take precedence over League Matches.
- 6.11.5 A player can only play for one team in the cup competition.
- 6.11.6 If a knock out game finishes level, then golden point extra time should be played (in 5 minute periods until the first score).
- 6.11.7 Where the cup is played in a group format, then any games that finish level after normal time will be declared a draw and each team shall receive one point on the league table.
- 6.11.8 The draw for each round of all cup competitions shall be on the basis that the first named club shall be the home club and the second named club shall be the away club.
- 6.11.9 Where the cup is run on a group basis then forfeited games will be given as 48– 0 and the team forfeiting the game will be fined £50.
- 6.11.10 Only players who have played 1 or more League or Cup fixtures for their respective team are eligible to participate in the play-off stages of the competition.
- 6.11.11 Home advantage for semi-finals is given to the first team drawn. That club must provide a full-size pitch, physical barrier and are responsible for organising the match officials. Should the club be unable to meet this criteria, then the Management Committee will locate a suitable venue.
- 6.11.12 Once dates have been confirmed for cup finals, those dates shall not be changed. Unless there are circumstances outside the control of the League or otherwise decided by the Management Group for the good of the game.
- 6.11.13 Where the cup is played in a group format, if after the group stages teams have an equal number of points their relative positions shall be determined by points difference.

If the positions are still equal, positions will be determined by the toss of a coin which shall be conducted at such time and places as the RFL direct and those clubs concerned shall be entitled to witness the coin toss.

6.11.14 The Management Group shall appoint the referees and confirm kick off times for finals.

6.11.15 The League will provide trophies or medals for league winners and cup finalists.

### **7 MATCH DAY OPERATIONS**

7.1 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 Officer shall determine the day and kick off time.

7.2 To maintain the continuity of the playing programme, the Competition Officer shall be empowered, if necessary, to bring forward to an earlier fixture date scheduled for later in the season.

7.3 Home clubs must confirm the fixture and kick-off time by 9pm on the Monday preceding the fixture. Failure to do so may result in a fine.

7.4 If a team cancels a fixture after the Monday deadline, unless there has been mutual agreement between teams to rearrange the fixture the following will occur:

- The fixture will be awarded 24–0 to the opposition and subject to a fine.
- Visiting teams may also be responsible for food costs (up to £50) and referee fees.
- Teams that postpone late and have not played their reverse fixture will lose their home game advantage.

7.5 Competition Officers will provide an alternative fixture date for those teams where the opposition has postponed within 7 days of the original fixture date.

#### **7.6 Match Duration and Ball Size**

Under-11s – 20 minutes e/w size 3 ball

Under-12s – 20 minutes e/w size 4 ball

Under-13s – 25 minutes e/w size 4 ball

Under-14s – 25 minutes e/w size 4 ball

Under-15s – 30 minutes e/w size 4 ball

Under-16s – 30 minutes e/w size 4 ball

Under-18s - 35 minutes e/w size 4 ball

#### **7.7 Contacting Opponents and Kit Obligations**

7.7.1 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.

7.7.2 In the event there is a clash of colours, the away team must wear an alternative strip.

#### **7.8 Team Numbers and Match Format**

## GIRLS RUGBY LEAGUE - COMPETITION RULES 2026

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- 7.8.1 Teams are expected to work together to ensure that fixtures are played wherever possible.
- 7.8.2 Standard Format Games are normally played 13 v 13 with substitutes. Semi-Finals and Finals must be played 13 v 13.
- 7.8.3 Where a team has fewer players, the match should still be played, provided a minimum of 9 v 9 is possible. Teams must match numbers and agree the format together. Teams must travel with a minimum of 11 players in structured leagues, unless mutually agreed with opposition. This is a minimum and teams should aim to travel with at least 13 players to ensure the standard format can be played at Under 13s and above where possible. Development fixtures can go ahead with less players, provided both teams agree.
- 7.8.4 If a team drops below the starting number due to injury, the opposition may continue with the number they started with.
- 7.8.5 Teams may lend or borrow players by mutual agreement to ensure the game can be played.
- 7.8.6 Reduced-number games count as league fixtures unless the short-numbered team concedes and both clubs agree to play a friendly. If a team drops to less than 9 players, the game will automatically become a friendly and the non-offending team awarded the points.
- 7.8.7 Failure to follow these requirements will result in the opposition being awarded the fixture 24–0.
- 7.8.8 Players playing cards must be shown and checked prior to KO. Both teams will be liable to pay a fine if it is found that cards were not checked prior to KO.

### 7.9 **Technical Areas**

- 7.9.1 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.
- 7.9.2 There should be no more than 5 non-playing members of staff in the technical area; all of these must wear an 'high viz' vest so they can be identifiable.

3 x Coaches  
1 x Game Day Manager  
1 x First Aider

### 7.10 **Medical Requirements**

- 7.10.1 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.

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

7.10.3 In the event a player sustains an injury to the head or displays signs or symptoms of concussion, the Match Official will stop the game and ask for the first aider to attend to them. If the first aider suspects concussion the player MUST be removed from the field of play and remain off 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](#). The RFL is supportive of and follows the SRA concussion guidance – please read through the guidance in full [HERE](#) and ensure they are applied to matches and training at all times.

### 7.11 Reporting Injuries and Concussion

7.11.1 In the event there is a serious injury or concussion at a Match this must be reported using the GameDay 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.

### 7.12 Post Match Arrangements

7.12.1 Home teams must provide post-match food. If unable, they must inform the visiting team in advance so alternative arrangements can be made. Failure to do so allows the visiting team to claim up to £50. The relevant Competition Officer must be informed.

7.12.2 Visiting teams failing to remain for post-match food without giving at least 3 days' notice must cover costs up to £50 to the home team. At least 50% of players must stay. The relevant Competition Officer must be informed.

7.12.3 Any disagreements regarding post-match food will be referred to the Management Group, whose decision is final.

### 7.13 Team Sheets and Reporting Results

7.13.1 The home club, in consultation with the Match Official and designated officer from the opposition, must agree the result immediately on completion of the game and enter the result onto GameDay within 60 minutes. Failure to comply will result in a £10 administration fine.

7.13.2 Each club is responsible for ensuring its points scoring information is updated within the player stats area on the GameDay system within 48 hours following the completion of the game. Failure to do so will result in a £10 administration fine.

### 7.14 Abandonment of Games

7.14.1 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 (via the Management Group), at its sole discretion, may order the game to be re-played.

- 7.14.2 If a game is abandoned due to misconduct by only one team, that team will forfeit the fixture.
- If the offending team is ahead or drawing, the score is recorded as 24–0 to the non-offending team.
  - If the non-offending team is ahead, the score stands.

## **8 DISCIPLINE, SUSPENSIONS AND FINES**

- 8.1 All disciplinary matters, suspensions, fines and appeals shall be dealt with in accordance with Section D of the RFL Operational Rules and the F9 On-Field Sentencing Guidelines.

## **9 APPEALS**

- 9.1 Appeals against disciplinary sanctions shall be conducted under Section D of the RFL Operational Rules, with reference to the F9 On-Field Sentencing Guidelines where applicable.