



NORTH WEST YOUTH AND JUNIOR - COMPETITION RULES 2026 UNDER-12'S TO UNDER-18'S

1. APPLICABLE OPERATIONAL RULES

- 1.1 The North West Youth and Junior League (NWYJL) 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, while day-to-day management is delegated to the NWYJL Management Group.
- 1.2 These rules apply to all teams competing in the North West Youth & Junior League (U12–U18). Primary Rugby League (U6–U11) is governed by its own dedicated Primary Rugby League Rules, which cover all playing, coaching, festival, and matchday requirements for those age groups. However, club membership requirements, volunteer qualifications, safeguarding standards, and the registration of primary-aged players remain subject to the relevant sections of this document.
- 1.3 All teams must also comply with the RFL Operational Rules applicable to Tiers Three and Four.

2. MEMBERSHIP

2.1 Eligibility

Membership is open to all Rugby League clubs in the North West Region who meet the Annual Entry Criteria set by the Management Group. Membership may be reviewed if a club has persistent or serious disciplinary issues, as determined under the RFL Operational Rules

2.2 Application Process

Clubs must submit their membership application using the official process issued by the League, no later than 6 January 2026. Membership is granted for one season only, and all clubs are required to reapply each year.

2.3 Fees

- 2.3.1 The annual subscription for membership in the league shall be as follows:

- Primary teams (6s–11s): £20 per team
- Youth teams (12s–18s): £80 per team

- 2.3.2 All fees must be paid by 31st January 2026. Payment instructions will be issued by the RFL.

- 2.3.3 Teams will not be cleared for fixtures or transfers until all fees are paid.



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2.4 Club Roles and Qualifications

2.4.1 Mandatory Club Roles Each club must have the following roles in place for membership to be approved:

- Club Chair
- Club Secretary
- Club Treasurer
- Club Welfare Officer (RFL-registered)
- Registered Game Day Managers
- Qualified First Aiders
- Coaches for each team

2.4.2 Coaching Qualifications Coaches must hold the following minimum qualifications:

- Primary age groups (U6–U11): Level 1 Coaching Licence
- Youth age groups (U12+): Level 2 Coaching Licence

All coaches must be registered on GameDay with up-to-date qualification and licence expiry dates.

2.4.3 Accreditation Information Required Clubs must submit the following information via the Club Registration Accreditation Form by 31 January 2026:

- Club Secretary, Treasurer and Chairperson (three separate individuals)
- Optional Nominated Club Person
- Full list of teams for the season
- Coaches with qualifications and expiry dates. Coaches who remain in 'pending' status for more than 12 months will not be accepted as qualified coaches.
- Two separate club contacts with email addresses
- Registered Game Day Managers
- Accreditation status
- Welfare Officer (RFL-registered)
- Qualified First Aiders

The Club Secretary or Nominated Club Person is responsible for ensuring accreditation form accuracy and must have full GameDay access. Changes to volunteers must be notified in writing within 14 days. Clubs must submit updated CRF1 information on 31 January and 31 August each year, in addition to notifying changes within 14 days.

2.5 Each club may nominate up to three individuals to hold *Club Passport* access, providing full administrative permissions on GameDay for that club. All nominated passport holders must hold a valid Enhanced DBS.



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Additional access may be granted at the discretion of the Management Group where a club can demonstrate a clear operational need. Requests for additional access must be submitted in writing to the Management Group

2.6 Club Meetings Attendance

All member clubs are required to attend designated Club Meetings, including the Annual Clubs Meeting. Failure to attend without prior approval from the League Secretary may result in a fine of up to £50, or other sanctions as determined by the NWYJL Management Group.

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 1st of March and the 31st of October in any year, unless otherwise approved by the RFL, including the possibility of play-offs extending into November.

3.2 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 Registration Process

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 Maximum Squad Sizes

Each team shall be permitted to register players up to the following maximum limits:

- U12–U15: Maximum of 25 registered players per team.
- U16: Maximum of 30 registered players per team.
- U18: Maximum of 40 registered players per team.

The Management Group may grant exceptions to allow for additional registrations beyond these limits.

4.2.2 Minimum Squad Sizes

The minimum number of players that must be registered for a team to be involved in formal competitions is as follows:

- U12–U15: Minimum of 15 registered players
- U16–U18: Minimum of 17 registered players



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The Management Group may grant exceptions to allow for additional recruitment beyond these limits.

4.3 **Age Group Eligibility**

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.

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

4.5 **Professional and Amateur Contracted Players**

Players who have signed a Professional Contract may continue to play for their community club; however, they are not permitted to participate in any cup competitions.

A professional contracted player must return to the same community team they represented immediately prior to signing their professional contract. They may not move to another team within the club unless approved under the in-house movement rules.

Players who are Amateur Registered—that is, players who are registered with their community club and subsequently permitted to train or play with a professional club—may play in both league and cup fixtures for their community team.

Clubs must ensure that any involvement of professional or amateur contracted players has been agreed and documented by the Management Committee.

A minimum of 72 hours' notice must be provided to the League Secretary before a contracted player participates in any community fixture.

4.6 **Registration Updates**

The RFL may introduce, from time to time, new registration processes

4.7 **Player Dispensation (Youth & Junior)**

4.7.1 **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.**

4.7.2 **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.**



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- 4.7.3 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.
- 4.7.4 Dispensations will not be granted where they pose a safeguarding risk, create a competitive imbalance, or compromise the integrity of the competition.
- 4.7.5 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.

4.8 Transfers

4.8.1 Transfer Limits

Teams may apply to transfer up to three players per season.

Where a club submits two transfer requests from the same team, the Management Group may restrict any further transfers from that team for the remainder of the season, in order to protect competition integrity and ensure teams remain viable.

The decision of the Management Group is final, and there is no appeals process.

4.8.2 Discretionary Transfers

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: -

- 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.
- If a team has five or more scholarship or academy players, they cannot transfer any more scholarship or academy players into that team.
- 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.

4.8.3 Transfer Initiation, Training Restrictions and Club Declarations

4.8.3.1 Transfer Initiation



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It is the responsibility of the Club the player is moving to, to initiate the transfer and provide a reason for the transfer request. 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 trains or plays with the new team.

4.8.3.2 Training Restrictions

Players may attend up to two training sessions with a prospective new club 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.

4.8.3.3 Club Declarations

Clubs must declare if a player owes money or property. The maximum recoverable amount is £80, excluding kit/trophies. The £80 cap applies to monetary debts only. Kit and property must still be returned.

4.8.4 Transfers Involving Safeguarding or Welfare Concerns

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 League's Welfare Officer, 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.

The player must not train or participate with the proposed new club until the investigation has concluded and clearance has been provided.

Investigations will be completed as promptly as possible; however, the duration will depend on the nature and complexity of the concerns raised. The transfer will remain on hold until the safeguarding process has concluded.

- 4.8.5 A club forming a new team at U12 and above must register a minimum of ten new players who were not previously associated with that club before any transfer requests into that team will be considered. The Management Group may exercise discretion to relax this requirement in exceptional circumstances.

4.8.6 Scholarship Players

Scholarship players may transfer, subject to review. Transfers to teams already containing five or more scholarship players will be refused.

4.8.7 Transfer Deadline

The deadline for transferring players is 31 August 2026. Only players from disbanded teams will be able to move after this date.

4.9 In-house transfers (within the same club)



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- 4.9.1 A player may transfer between teams within the same club only if both teams are registered in the League. Eligible players (see 4.9.3) are permitted one in-house transfer per season; any further movement will count towards the club's external transfer quota.
- 4.9.2 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.
- 4.9.3 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.
- 4.9.4 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.
- 4.9.5 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.
- 4.10 Clubs Running Two Teams in the Same Age Group
- 4.10.1 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 teams can temporarily transfer up to 5 players from the lower division to the higher division during the season, subject to management's discretion.
- 4.10.2 If a player plays for more than 5 consecutive weeks, they will be subject to an in-house transfer.
- 4.11 **Free Agents and Disbanded Teams**
- 4.11.1 Players from a disbanded team at Youth and Junior age groups will be deemed to be free agents, subject to 4.11.2 to 4.11.4
- 4.11.2 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.



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4.11.3 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.

4.11.4 Where there is a team at the original club with less than 20 players, and the player is eligible to play, they would not be classed as a Free Agent.

4.12 Transfer Processing and Non-Engagement

All transfer requests will be reviewed, and a decision will normally be issued within 7 days, provided all required information has been supplied.

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-12, Under-13, Under-14, Under-15, Under-16, Under-18, under 17s is under consideration for 2026.

5.3 The Fixture Coordinator will, following consultation with the Management Group, allocate teams to a playing division.

5.4 The League will operate league divisions determined by the number of applications.

5.5 Only players who have played 2 or more League or cup fixtures for their respective team are eligible to participate in any cup semi-final, a cup final and any divisional play-off. The exception is if a player has been registered within that team at the start of the season and has been unavailable to play, the Management Group can give dispensation.

5.6 Teams that 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 Management Group. 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.



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- 5.7.2 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.
- 5.7.3 Where Clubs finish at the top of the league and have an equal number of points, a play-off will be arranged. Teams finishing on the same points in the league will share the same league position. All other promotion and relegation of teams will be discussed on team playing numbers and ability, during the close season.
- 5.7.4 The notional score in forfeited games shall be 25-0 and a points' deduction of 1 point on the second occasion. Please reference section 6. 25-0 forfeited games should only be used as a last resort; every effort should be made to get games played. The NWYJL's primary aim is to give as many players as possible the chance to play and develop.
- 5.7.5 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.
- 5.7.6 If a club is expelled or suspended to the end of the season, its record will be expunged, irrespective of how many games that club has played.
- 5.7.7 Any club found guilty of match official abuse will face sanctions or fines, including the possibility of a points deduction or games played behind closed doors.

6. FIXTURES - GENERAL

- 6.1 All League and Cup fixtures shall be arranged and published by the League Fixture Coordinator.
- 6.2 Teams entering competitions must fulfil all fixtures as scheduled. Once leagues have been finalised, all results between teams remaining in the same division will stand as league points. A fixture must be played to receive points unless otherwise decided by the Management Group.
- 6.3 No fixture shall be arranged without prior approval from the Fixture Coordinator. Any member club under 12s to under 18s participating in an unapproved fixture will be fined. Friendly matches may only take place with the sanction of the Fixture Coordinator, who will request the appointment of a referee from the appointments officer. Clubs are not permitted to appoint their own referees.
- 6.4 Points for and against will be used to determine all league positions except where teams finish level at the top of the division. Where two or more teams finish level on points for the divisional or league championship, a playoff will be arranged by the Management Group at a neutral venue. This may, on occasion, be scheduled for a midweek date.



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- 6.5 All teams of each division must have played each other home and away. If a team concedes a game, the fixture for the next scheduled game between the teams will be reversed to the non-conceding team.
- 6.6 Where no league fixture is available, a friendly may be played on the authorisation of the management team. Teams may not cancel a rearranged league fixture once it has been allocated.

- 6.7 The league can arrange a fixture with 72 hours' notice.

6.8 Defaults and Concessions

- 6.8.1 Teams can request one free week during the season, giving more than seven days' notice to the Fixture Coordinator and the opposition. A team that concedes or otherwise fails to fulfil a fixture shall have a scoreline of 25–0 applied against them.
- 6.8.2 Escalating sanctions will apply on the second default, the team will lose one Championship Point, on the third default, two Championship Points, and on the fourth default, three Championship Points. On the fifth default, the team's remaining divisional fixtures will be suspended, and the team will be required to meet with the management team.
- 6.8.3 The League Management may, at its discretion, suspend fixtures or withdraw membership at any time fixtures are not fulfilled.

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 Local 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 and agreed immediately with the Fixture Coordinator before contacting:

- The visiting club,
- The appointed Match Official.

If, on contacting the opposition, their ground is deemed fit, the fixture can be reversed to have the game played; this must be agreed with 24-hour notice, with the exception of teams travelling more than 50 miles, unless agreed.

Cup games, if postponed at the same venue on two occasions, will be reversed.



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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.

6.9.2 All weather-related/pitch postponements will be rescheduled by the Fixture Coordinator unless agreed between the two teams, in agreement with the Fixture Coordinator.

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 and match official fees.

6.10 Postponing Games

Teams are expected to play on their originally scheduled date. Postponing a game is permitted only in exceptional circumstances and must not be used for convenience. Any postponed game must be rearranged in line with the procedures in this section.

6.10.1 A game may only be postponed where it is necessary to ensure it can be played safely, fairly, and with the intended number of players. Acceptable reasons include unavoidable player or coach commitments, referee or pitch unavailability, weather-related issues, or clashes with cup fixtures.

6.10.2 Before submitting a formal postponement request, teams must contact their opposition to attempt to agree a suitable rearranged date.

6.10.3 Teams are expected to be available to play on their default scheduled day for the season. Where this is not possible, an ad-hoc division may be formed.

6.10.4 Teams may apply to postpone up to two games per season, providing seven days' notice.

6.10.5 Postponement requests must provide a minimum of seven days' notice to both the opposition and the Fixture Coordinator. The reason for the postponement must be clearly stated. Reversing a fixture on the same day is not classed as a postponement but must still be communicated.

6.10.6 If permission to postpone is refused, teams have 24 hours to decide whether to play the fixture as scheduled, play a smaller-sided match, or forfeit the game.

6.10.7 Postponement requests are not permitted within the final four weeks of the season.

6.10.8 Cup games may not be moved from the original date unless agreed by the Fixture Coordinator.



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- 6.10.9 The Fixture Coordinator will monitor postponements to prevent excessive end-of-season congestion. Where a game cannot be played, the Management Group will determine whether the result should be recorded as 25–0 or 0–0.
- 6.10.10 Postponed fixtures may be played midweek only if they replace the originally scheduled weekend fixture. To protect player welfare, teams may not play more than three times in any eight-day period.
- 6.11 Cup Rules**
- 6.11.1 Normal competition rules apply.
- 6.11.2 Cup entry is optional clubs must apply via the Fixture Coordinator once applications are open.
- 6.11.3 In accordance with Operational Rule B3:2:2 Cup Ties will take precedence over League Matches.
- 6.11.4 A player can only play for one team in the cup competition, if a player has played for any other team in ANY cup competition, he is cup tied for all cup games.
- 6.11.5 If a knockout game finishes level, then golden point extra time should be played (in 5-minute periods until the first score).
- 6.11.6 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.
- 6.11.7 Only players who have played two or more League or Cup fixtures for their respective team are eligible to participate in the Semi-Final or Final of the competition.
- 6.11.8 Home advantage for semi-finals is given to the first team drawn. That club must provide a full-size pitch, physical barrier.
- 6.11.9 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.
- 6.11.10 The Appointments officer shall appoint the referees and kick off times for finals will be confirmed.
- 6.11.11 The League will provide up to twenty-five medals for league winners and cup finalists, if more are required the club must pay the difference.



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- 6.11.12 All Cups must be returned to the League one month before the finals of the following season. It is the responsibility of the clubs to return these in a clean and good condition. The clubs will be liable for £100 where this is not the case.

6 MATCH DAY OPERATIONS

- 7.1 The home club must first contact the opposition to confirm the kick-off time, venue, pitch number (if applicable), and team colours. Once both clubs have agreed the fixture details, the home club must then contact the appointed match official at least 48 hours before kick-off to confirm the agreed arrangements. If the match official cannot be contacted or does not respond, the home club must notify the League's appointment officer.

- Weekend fixtures must be confirmed with the appointments officer by Tuesday at 12 noon.
- Midweek fixtures must be agreed by the previous Friday evening.
- Failure to contact the referee to confirm fixture details at least 48 hours before kick-off may result in the referee being reallocated.

- 7.2 If any fixture details change after the initial confirmation, including time, venue, pitch, or colours (In the event there is a clash of colours, the away team must wear an alternative strip), the home club must notify:

- the opposition team,
- the match official, and
- the Fixture Coordinator

as soon as the change is known, and no later than 24 hours before kick-off. Where a change occurs within 24 hours due to exceptional circumstances (e.g., weather or pitch closure), the home club must make immediate contact with all parties.

- 7.3 If a team cancels a fixture within 48 hours of kick-off, the fixture will be awarded 25–0 to the opposition, and the cancelling team may be subject to a fine. Visiting teams may also be responsible for food costs (up to £50) and referee fees where applicable.

Teams that postpone late and have not yet played the reverse fixture will lose their home advantage for that reverse fixture.

- 7.4 Postponed games must be rearranged by Fixture Secretaries.

7.5 Kick-off Times and Match Duration (Default)

Age Group	Day	Time	Duration
U12 (Y7)	Sun	10:30	40 min
U13 (Y8)	Sun	10:30	50 min
U14 (Y9)	Sun	10:30	50 min



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U15 (Y10)	Sun	11:45	60 min
U16 (Y11)	Sun	11:45	60 min
U18 (Y13)	Sun	11:45	70 min

- Where kick-off times conflict, the higher age group takes priority.
- Times may be varied if both clubs agree with the appointments officer.

Clubs travelling to and from Cumbria and the North West have a default kick off time of 12.30pm, this can be changed if agreed between both teams and the referee appointments officer.

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

7.7 Team Numbers and Match Format

7.7.1 Teams are expected to work together to ensure that fixtures are played wherever possible.

7.7.2 Standard Format Games are normally played 13 v 13 with substitutes.

7.7.3 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. This does not apply to cup games.

7.7.4 Any team with fewer than 17 available players must inform the opposition the day before the game to support planning and cooperation.

7.7.5 If a team drops below the starting number due to injury, the opposition may continue with the number they started with.

7.7.6 Teams may lend or borrow players by mutual agreement to ensure the game can be played.

7.7.7 Reduced-number games count as league fixtures unless the short-numbered team concedes the fixture and both clubs agree to play a friendly.

7.7.8 Failure to follow these requirements will result in the opposition being awarded the fixture 25–0.

7.7.9 Players ID 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. This must be communicated to the Fixture Coordinator within 1 hour of the game finishing.



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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 always implemented and are subject 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 a 'high viz' vest or club attire which clearly identifies the individual so they can be identifiable. All must be registered on Game Day.
- 3 x Coaches inc Assistants
1 x Game Day Manager
1 x First Aider
- 7.9.3 The Game Day Manager may move along the touchline as required to fulfil their duties. Clubs must comply with all RFL requirements relating to the appointment and responsibilities of Game Day Managers.
- 7.9.4 In accordance with RFL Regulation B2:12:2, Game Day Managers must remain within the "physical barrier" at all times during matches. This positioning enables them to proactively manage spectators, technical areas, and match officials, while remaining accessible to the Match Official. For this reason, the Game Day Manager is the only individual permitted outside the technical areas.

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.
- 7.10.2 The visiting teams can have a First Aider present as well as the home team, but minimum standard is one first aider present at all times. 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.
- 7.10.3 First aiders should be listed on the team sheet and are required to register on the GameDay system as a volunteer.
- 7.10.4 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



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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.

IF IN DOUBT SIT THEM OUT !

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 Fixture Coordinator and Secretary must be informed; Reimbursement is arranged directly between clubs; the League does not process these payments.
- 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 Fixture Coordinator and Secretary must be informed. The League does not process these payments.
- 7.12.3 Changing rooms must be made available for all teams and match officials, with adequate allocated time of forty-five minutes prior to the kick off. Teams should not be changing in the same changing room as opposition teams, unless they are communal changing areas, of which the league MUST be made aware.

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 by 5:00 pm, at which point the system will be locked. Failure to comply will result in a £20 administration fine.

Midweek games by Midnight same day as the fixture.

- 7.13.3 Each club is responsible for ensuring its points scoring information is updated within the player stats area on the GameDay system by 5:00 pm following the completion of the game. Failure to do so will result in a £20 administration fine.



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Midweek games by Midnight same day as the fixture.

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 League Management. If less than three-quarters of the playing time has elapsed, 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 25–0 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.

10 COMMUNICATION

- 10.1 Any complaints raised against a club or team **MUST** be sent to the club within 48 hours of the game's completion, copying in the League Secretary, who will note the complaint and initiate an investigation.
- 10.2 Under no circumstances should an adult (i.e. coach) communicate via social media, etc., directly with a player under 18 years of age. All communication should be via the player's parent/guardian.
- 10.3 The management group will only communicate with club officials. Clubs should advise parents/guardians of this.
- 10.4 Management will respond to emails within 48 hours of receipt.
- 10.5 **The Management Group's decision is final.**