



WEST CUMBRIA PRIMARY YOUTH AND JUNIOR LEAGUE - COMPETITION RULES

1. The “West Cumbria Primary Youth and Junior League” (WCPYJL) sits within tier five of the RFL competition structure. All teams participating in the WCPYJL are bound by the RFL Operational Rules for Tiers Four, Five and Six (Operational Rules).

2. MEMBERSHIP

- 2.1 Membership of the WCPYJL is open to all clubs playing rugby league within the West Cumbrian Region who are capable of meeting any Annual Entry Criteria as specified by the Management Group.
- 2.2 Applications from new clubs must be submitted in writing to the Competition Officer in January each year. Membership shall be granted to a club for one season only and all clubs must reapply for membership each year.
- 2.3 The annual subscription for membership of the league shall be £125 per team, this to include entry into the Leagues relevant Cup Competitions.
- 2.4 Subscription for membership of the League shall be reviewed annually and paid by the beginning of March each season. Any team not having paid its annual subscription by the beginning of March will not be allocated competitive fixtures for the remainder of the season until such fees are paid.
- 2.5 Each Club will be required to ensure that the Volunteers listed below are appropriately qualified (where applicable) and registered on GameDay:
 - Coaches
 - Club Welfare Officer
 - First Aiders
 - Game Day Manager
 - Club Secretary
 - Club Chairman

3. START AND END DATE OF THE COMPETITION

- 3.1 The WCPYJL Management Group shall determine the commencement date of its competition and the date upon which it shall cease, these dates will fit between the 1st March and 31st October in any year.

4. STRUCTURE OF THE COMPETITION

- 4.1 The RFL, in conjunction with the Management Group, will determine the structure of the competition including its format and size, any play-off structure and matters relating to relegation.
- 4.2 If two or more clubs finish level on points at the end of a season the application of competition rule 4.12.2 will decide which team finishes above the other.



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- 4.3 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 for any remaining games will be awarded to the opponents in line with competition rule 4.12.3.
- 4.4 If a club is expelled or suspended, its record will be expunged, irrespective of how many games that club has played.
- 4.5 Only players who are registered to the club and 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 or the Cup final.
- 4.6 In all of the League's cup and play off competitions, should the scores be level at the end of normal time then golden point extra time should be played (in 10-minute periods until the first score).
- 4.7 At least 72 hours shall elapse between all semi-finals and finals where the same team may be involved.
- 4.8 The Management Group shall be the legal owners of all West Cumbria Youth & Junior trophies, the same to be held in trust for the West Cumbria Youth & Junior League. The Management Group shall present the appropriate trophy together with twenty individual medals to the winning team on completion of all finals. Twenty individual medals will also be presented to the runners up.
- 4.9 A Man of the Match trophy will be awarded in all finals.
- 4.10 If a club is willing to stage a final, then that club is responsible for the match day duties required in staging a final i.e. rope off the playing area, supply post protectors, corner flags, supply match balls, have a stretcher available, etc.
- 4.11 All cups/trophies won by individual teams/clubs during the season prior to the "End of Season Review" meeting, must return them to the League at the first "Clubs Meeting" of the following new season.
- 4.12 **League Tables**
- 4.12.1 The League competition tables shall be compiled by the RFL, the positions in which shall be determined by the number of competition points gained, with points being awarded as follows: two points for each Match won; and one point for each Match drawn.
- 4.12.2 The League placings will be determined and calculated as follows:
- 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 then relative positions shall be determined by the head-to-head record in League matches only. Where their head-to-head record is



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even then the aggregate score of all head-to-head League matches will decide the team on top (head-to-head placings will not be displayed on the league table but will be communicated by the Competition Officer if necessary).

- If positions are still even, the point's 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.

4.12.3 The notional score in forfeited games shall be 24-0, plus a points deduction of 3 points from the offending team's total.

5. FIXTURES

5.1 All games must be played as per the fixture list, or the points for such games forfeited, unless an alternative date mutually agreeable by both teams and the Competition Officer be sought.

5.2 Where programmed into the fixture program, backlog dates should not be considered as a free weekend and a team should be prepared to be allocated fixtures on these days.

5.3 Postponements will not be considered because of injuries, or any other matter not considered exceptional.

5.4 Any club desiring to arrange a friendly must seek permission from the Competition Officer. No friendly fixtures shall be arranged on a League fixture date without prior approval of the Competition Officer.

5.5 Clubs must accept fixtures given at seven days' notice by the Competition Officer.

5.6 If a fixture cannot be played on the date scheduled on the fixture list and providing both clubs agree to the fixture being played on another day/date where both teams are free, then a Fixture Amendment Form must be filled in, signed by both clubs involved, and sent to the Competition Officer. Teams are only allowed to use two Amendment Forms throughout the whole season. If both clubs cannot agree on a rescheduled day/date, then the fixture will go ahead on the original date set out on the fixture list.

5.7 If a team fails to participate in a fixture organised by the League's Fixtures Secretary, then the offending team will be liable to a £50 fine, in addition to having three (3) points deducted from their total allocation of points. The fixture would then be awarded to their opponents. The League will pay the match officials fee from the fines kitty, if the fixture is called off after the match official had been appointed.

5.8 Any club with more than one team at home, in any competition, must provide an alternative pitch in case of a clash of fixtures.

5.9 Where a club plays its home fixtures on a pitch that is the property of a school or a local authority and a fixture is called off by the landlords, then the club involved must obtain a certificate signed by a person of authority certifying that the ground is unfit for play. If no



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certificate is received by the Competition Officer within seven (7) days, then the game will be awarded to their opponents.

5.10 Postponements

- 5.10.1 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 Officer. Any club failing to fulfil this instruction may be subject to disciplinary action.
- 5.10.2 When a game is unable to go ahead as scheduled, **BOTH** teams should notify Joe Elliott and the Competition Officer via email to confirm if the game is being postponed until a later date or conceded and the points claimed by the opposing side.
- 5.10.3 All postponements must be notified to the Competition Officer by 10.00am on Sunday.

6. PLAYER REGISTRATIONS

- 6.1 All players should annually register to the club using the RFL GameDay system. The League will circulate a link to the registration portal to all clubs to commence the registration process. During this process a Player must become an Our League Active member.
- 6.2 A maximum of 25 players can register per team in the WCPYJL, however, 15 is the minimum number per team and scheduled fixtures will be refused until 15 players are registered for teams playing 13 a-side from U12's upwards.
- 6.3 Once a player is de-registered by a club, he can then apply to the Leagues Management Committee for permission to then become a 'free agent'. All club paperwork connected with the de-registering of a player, must be authorized by the leaving clubs Chairman and Secretary.
- 6.4 If a player elects to play for a club outside his domicile area due to his own domicile club not being in a position to offer the player the age group he desires, then the following season his domicile club have the resources to then field a team that could accommodate the player, then the player should be allowed to return back to his domicile club without being the subject of a transfer.

6.5 Transfers

- 6.5.1 Teams may register, by transfer, three Players only per season from different Clubs. The Management Group may relax this rule, at their discretion, as deemed appropriate to meet the needs of the Competition.
- 6.5.2 If it is agreeable by ALL concerned that two players are allowed to transfer from one club to another in any season, then that will be their quota for that season. No other transfers will be granted to that particular club.



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6.5.3 It is the responsibility of the new Club 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 can play. The Competition Officer will communicate further details on the process.

6.5.4 The deadline date for transferring of players shall be the 1st June each year.

7. MATCH DAY OPERATIONS

7.1 All games shall, unless there is mutual agreement between competing clubs to the contrary, be organised and staged on Sunday morning with a kick-off time as follows:

- Under 12s – 12.30pm
- Under 14s – 10am
- Under 16s – 11am

If fixtures need to be played mid-week, then the Competition Officer must be notified at least one week prior to the scheduled fixture. Due to referee availability, clubs will need to be flexible with kick-off times, as and when necessary.

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

7.3 All Youth & Junior games are to have a Technical Area marked out with either field markings or cones.

7.4 **ALL** referee appointments **MUST** be sanctioned by the Referees Appointments Officer for the League.

7.5 Team Sizes

7.5.1 Teams at Under 12s and above should 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.

7.5.2 Teams can select 20 players to play on a match day, however, it is up to the coaches to manage this. Coaches should try and ensure everybody gets at least half a game.

7.6 Contacting Opponents and Kit Obligations

7.6.1 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.

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

7.7 Medical Requirements

7.7.1 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



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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.

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

7.7.3 In the event a player sustains an injury to the head 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 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

7.8 Reporting Injuries and Concussion

7.8.1 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.

7.9 Post Match Arrangements

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

7.10 Team Sheet and Reporting Results

7.10.1 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.

7.10.2 Completed team sheets should include the full **forename and surname (no initials)**, of all participants and must be sent by the home club official, within 48 hours following the completion of the game, to Joe Elliott at joe.rugby13@btinternet.com and the Competition Officer at competitions@rfl.co.uk. Details of the man of the match from both participating clubs must also be included. The failure of a club to complete and return team sheets correctly will incur a £10 administration fine.

7.10.3 It is the responsibility of both clubs to ensure that the team sheet information, including point scorers and result information, is entered on the GameDay system within 48 hours following the completion of the game. Failure to do so will result in an £10 administration fine.

7.10.4 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 on to GameDay within 60 minutes. Failure to comply could result in a £10 administration fine.



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7.11 Abandonment of Games

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

8. DISCIPLINE, SUSPENSIONS AND FINES

- 8.1 A WCPYJL discipline panel is in place to deal with all discipline matters arising. 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.
- 8.2 A written report of a Match Official on the misconduct of any club, player or official must be sent via email to the Competition Officer with a copy to the offending club for receipt inside 48 hours from the conclusion of the game.
- 8.3 Reports of brawling – defined as three or more players involved - should via email be sent by the Match Official, for receipt within 48 hours of a game's conclusion, to the Competition Officer. Separate copies of the report must be lodged by the Match Official with the clubs concerned.
- 8.4 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 Officer immediately. The failure of a club to receive a written report will not prevent action being dealt by the relevant discipline committee.
- 8.5 A reported club, player, official or any other person may, to defend an allegation of misconduct, send a letter for receipt by the Competition Officer within seven days of the date of the match. The club or such persons may in their own defence request a personal appearance and/or bring witnesses and/or submit written mitigation, to the hearing, if they notify the Competition Officer within seven days of the alleged offence and send a deposit of £20.00 which must be paid to the RFL by bank transfer. The deposit shall be refunded after the hearing, provided that the appellant or their designated representative attends in person and they are found not guilty.
- 8.6 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.
- 8.7 Should a case of alleged assault by a player, club official or spectator be lodged it will be reported to the Competition Officer 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.
- 8.8 A player's suspension shall commence on the Saturday following the meeting at which the suspension was imposed, with the exception of any suspension of six matches or more which shall take immediate effect.



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- 8.9 All organised competition games, (including SRL fixtures, and RFL representative games) provided that they were arranged prior to the player's offence may be counted towards his list of suspended games.
- 8.10 A suspended player is not permitted to play in any other game of Rugby League until any fines are paid and his suspension is served, and the completed Notification of Games Served Form has been completed, received, and approved by the Competition Officer. Any player or club violating this rule will be fined not less than £100. The offending player may also incur an additional suspension 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, should it deem appropriate, reserves the right to apply other sanctions which may include a club's suspension or expulsion from the competition.
- 8.11 All fines, payable to the RFL must be settled within 28 days and must be forwarded to the Competition Officer. 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.

9. APPEALS

- 9.1 All appeals against disciplinary sanctions imposed by the WCPYJL are to be dealt with by an independent RFL appointed panel.
- 9.2 Clubs who have the right to appeal may do so within 14 days of a decision made. 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 Officer.
- 9.3 An appeal by a club may be based solely on the following grounds: a) the finding of guilt or b) the severity of sentence imposed.
- 9.4 No member of the Discipline Panel involved in a decision taken at the initial hearing other than the Competition Officer - who has no voting rights - shall be permitted to adjudicate on matters which will be the subject of appeal.
- 9.5 Adjudication by the Appeals Panel precludes the right of individual players or their clubs towards seeking a further representation.