

## 1. APPLICABLE OPERATIONAL RULES

The Yorkshire Men's League (YML) sits within tier five of the RFL competition structure. All teams participating in the YML 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 in which shall be determined by the number of points gained 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 points difference so that the Club having the greater points difference is placed above the Club with the lesser points difference. The points difference is calculated by subtracting the points scored against the Club from the points scored by the Club. If that still leads to a tie, then the Club with the greater points percentage during the Season will be placed in the higher position. The point's percentage is calculated by dividing the number of points scored by a Club by the number of points it concedes and multiplying by 100. 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 scores in forfeited games shall be 24-0 and a point's deduction of 1 point. The League and Clubs will work to ensure, where possible games are played. 24-0 will only be used as a last resort.

### 3. STRUCTURE OF THE COMPETITION

- 3.1 Currently there is no Promotion and Relegation between divisions however the management group will have the final decision on the composition of the divisions prior to the season commencing.
- 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 Premier Division, Divisions 1 & 2 and any other divisions where this is deemed, by the Management Committee, to be appropriate.
- 3.6 Only players who have played 3 or more League fixtures, for their respective team are eligible to participate in the play-off stages of the Competition. The YML Management Group can relax this rule at their discretion.



3.7 Teams who have forfeited two or more games through 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.

## 4. **MEMBERSHIP**

- 4.1 Membership of the YML is open to all clubs playing rugby league within the Yorkshire Region who are capable of meeting any Annual Entry Criteria as specified by the Management Group.
- 4.2 Applications from new clubs must be submitted in writing to the Competition Administrator by the first working Monday in 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 £50 per first team and £30 for any additional team from the same club.
- 4.4 In addition to the League Fee all clubs will be required to pay a bond at the start of the season. This will be held by the RFL until the end of the season and will be returned subject to the clubs fulfilling specified criteria which will be communicated by the Management Group at the start of each season.
- 4.4.1 The bond tariffs are as follows: -

Premier Division/Division One - £150.00 All other Divisions - £100.00

- 4.5 Subscription for membership of the League shall be reviewed annually and paid by the 31<sup>st</sup> March each season. Any team not having paid its annual subscription by 31<sup>st</sup> March will not be allocated competitive fixtures for the reminder of the season until such fees are paid.
- 4.6 Each Club will be required to ensure that the Volunteers listed below are appropriately qualified (where applicable) and registered on LeagueNet:
  - Coaches
  - Club Welfare Officer
  - First Aiders
  - Game Day Manager
  - Club Secretary
  - Club Chairman

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

5.1 The YML Management Group 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 shall 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 There is no restriction on the maximum number of players allowed to register per team in the YML, however fifteen is the minimum number per team and scheduled fixtures will be refused until 15 players are registered.
- 6.1.2 New Players can be signed on 'on the day' using the League Net system. Clubs must make every effort to confirm that players are free to register in this manner. Clubs are responsible for ensuring that a player is eligible to play for them before allowing the player to play. A Competition Administrator can be contacted on match day to check a player's eligibility.

# 6.2 **Professional Players**

6.2.1 The YML shall allow professional players to play within the Competition in accordance with the Operational Rules and any regulations that are in place relating to the dual registration of players.

### 6.3 Transfers

- 6.3.1 Clubs may register or transfer players from other clubs, using LeagueNet. It is the responsibility of the Club the player is moving to initiate the transfer. The player has final sign off of the transfer. The process must be completed in full, including player sign off, before a player plays. The Club shall follow any other policies issued by the RFL in relation to the registration of players.
- 6.3.2 All players must fulfil all financial obligations to their current Club before any transfer to another club, including professional clubs will be permitted. This also applies to a player wishing to sign for a different club in future seasons.
- 6.3.3 The deadline date for transferring of players shall be the 31st August each year.

# 7 FIXTURES

- 7.1 It is a requirement that all Premier and Division One teams fulfil all scheduled fixtures. However, Clubs have the option to rearrange fixtures with the agreement of the League and their opponents. These rearrangements must be agreed 14 days in advance of the scheduled fixture date. Any postponements outside of this will result in the offending club losing their full bond. If a Club postpones for a second time, then this will result in the Club receiving a £150 fine and the League will review their Competition status.
- 7.2 Any club not in Premier and Division One 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 7 days of the original postponement, 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 and the offending club will lose part or all of their bond.



- 7.3 Where programmed into the fixture programme, backlog dates should not be considered as a free weekend and the team should be prepared to be allocated fixtures on these days.
- 7.4 Postponements will not be considered because of injuries or any other matter not considered exceptional.
- 7.5 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.
- 7.6 Clubs must accept fixtures given at seven days' notice by the Competition Administrator.
- 7.7 If a club fails to fulfil a fixture, the Club Secretary must inform the Competition Administrator that they are rearranging the fixture.
- 7.8 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.
- 7.9 Any fixture postponed after 1pm the day prior to an afternoon kick off or after 9pm the day prior to an evening kick off will be classed as a late postponement and the offending club will lose part of their bond. When postponing fixtures please refer to point 7.2 to agree a new date for the fixture.
- 7.10 Any club failing to fulfil a fixture must pay reasonable expenses to the non-offending club, as determined by the YML Management Group. This may include the referee's full fee and expenses.
- 7.11 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.
- 7.12 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.
- 7.13 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.
- 7.14 Any club with more than one team at home, in any competition, must provide an alternative pitch in case of a clash of fixtures.

### 7.15 **Postponements**

7.15.1 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.



- 7.15.2 All postponements made in accordance with 7.15.1 must be notified to the Competition Administrator within 1 hour of the decision being made.
- 7.15.3 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 afternoons with a kick off time scheduled for 2.30pm. Fixtures may be played midweek/Sunday or with a different kick off time on a Saturday. Any changes to the day or time of the fixture must be agreed by both the clubs and the Competition Administrator must be notified at least one week prior to the scheduled fixture.
- 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

- 8.3.1 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.
- 8.3.2 In the event there is a clash of colours the away team must wear an alternative strip.

# 8.4 Team Sizes

8.4.1 A maximum of 17 players may be named for each side taking part in a fixture including cup fixtures, play-off games and finals. Clubs can play up to a maximum of 20 players in League fixtures subject to the agreement of the opposition. This must be confirmed by Thursday evening prior to the weekend's game.

### 8.5 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.

### 8.6 Medical Requirements

- 8.6.1 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.
- 8.6.2 First aiders should be listed on the team sheet and are required to register on the LeagueNet system as a volunteer.



8.6.3 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 find here. https://www.rugby-league.com/the rfl/concussion

# 8.7 Reporting Injuries and Concussion

8.7.1 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.

# 8.8 **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.
- 8.8.2 In the case of away clubs failing to fulfil a fixture the home club may also claim up to a maximum of £50 towards refreshment costs. Any club which will not be requiring refreshments should notify its opponents in advance of the game, otherwise the club will be liable to pay £50 compensation to the home club.

## 8.97 Team Sheet and Reporting Results

- 8.9.1 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.
- 8.9.2 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 man of the match from both the participating clubs must also be included. The failure of a club to complete and return team sheets correctly will incur a £10 administration fine.
- 8.9.3 It is the responsibility of the 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 an £10 administration fine. For the avoidance of doubt prior to inserting the result both Club must agree with the Match Official the final result.

# 8.10 Abandonment of Games

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



# 8.11 Requests for Postponement due to Representative Rugby League

- 8.11.1 A club with two or more players selected to participate in a RFL recognised representative fixture (as determined by the Operational Rules) may apply to postpone its fixture scheduled that weekend.
- 8.11.2 Such club applications should be submitted in writing and lodged with the Competition Administrator and copied to the club's opponents for receipt within 96 hours of the scheduled representative match.

# 9 DISCIPLINE, SUSPENSIONS AND FINES

- 9.1 A YML 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.
- 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, for receipt within 48 hours of a game's conclusion, to the Competition Administrator. Separate copies of the report will then be forwarded to the clubs concerned.
- 9.4 Any club which does not receive, 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, to defend an allegation of misconduct, send a letter for receipt by the Competition Administrator within ten 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 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.
- 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 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.
- 9.10 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.
- 9.11 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 and received and approved by the Competition Administrator. Any player or club violating this rule will be fined not less than £100 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 being 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.
- 9.12 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 YML 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. 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 be based solely 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.