



YORKSHIRE YOUTH AND JUNIOR - COMPETITION RULES 2026

1. **APPLICABLE OPERATIONAL RULES**

- 1.1 The Yorkshire Youth and Junior League (YYJL) 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 YYJL Management Group.
- 1.2 These rules apply to all teams competing in the Yorkshire 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 Yorkshire 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 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.

2.3 **Fees**

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

- Primary teams (6s–11s): £20 per team
- Youth teams (12s–18s): £40 per team
- Cup entry (12s+): £30 per team

All fees must be paid by 31st January 2026 and must be paid to the RFL.

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

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



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

These roles must be held by separate individuals unless otherwise permitted by the RFL.

2.4.2 Coaching Qualifications Coaches must hold the following minimum qualifications:

- Primary age groups (U7–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 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. Coaches who remain in 'pending' status for more than 12 months will not be accepted as qualified coaches.
- Two separate contacts with email addresses
- Registered Game Day Managers (mandatory)
- Accreditation status
- Welfare Officer (RFL registered)
- Qualified First Aiders (mandatory)

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.

Clubs must submit updated CRF1 information on 31 January, 31 May, and 31 August each year, in addition to notifying changes within 14 days.

2.5 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 YYJL 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



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

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

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

- 4.2.2 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

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

- 4.2.3 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, temporary movement of players may occur, see section 4.10.1

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



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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.
- 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 Teams may apply to transfer up to three Players only per Season. The Management Group may relax this rule, at their discretion, as deemed appropriate to meet the needs of the Competition. Please note that the decision of the Registration Coordinator or Transfer Panel is final. There will be no appeals process once a decision has been made.
- 4.8.2 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: -
- 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
 - The number of Scholarship Players at both Teams involved in the transfer
 - 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.



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- 4.8.3 Any player who signed a Professional contract for the following Season must finish their current season with their existing Team and may not transfer to a new Team
- 4.8.4 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 Registration Coordinator will communicate further details on the process.
- 4.8.5 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.
- 4.8.6 Clubs must declare if a player owes money or property. The maximum recoverable amount is £30, excluding kit/trophies. The £30 cap applies to monetary debts only. Kit and property must still be returned.
- 4.8.7 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.
- 4.8.8 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.
- 4.8.9 Scholarship players may transfer, subject to review. Transfers to clubs with significant scholarship numbers per team may be refused
- 4.8.10 The deadline for transferring players shall be the **31st of August**. Only players from disbanded teams will be able to move after this date.
- 4.8.11 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.
- 4.9 In-House transfers (within the same club)
 - 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.



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- 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.
- 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 that the player is eligible to play they would not be classed as a Free Agent



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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.
- 5.3 The Fixture Coordinator will, following consultation with the Management Group, allocate teams to a playing division.
- 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 Group, 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. 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.
- 5.7.2 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 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.
- 5.7.4 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.
- 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 team is expelled from the League, its record will be expunged, irrespective of how many games it has played.



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If a team is suspended (but not expelled), its record will remain in place. Any fixtures scheduled during the period of suspension will be awarded 24–0 against the suspended team. Awarded fixtures will be treated as the suspended team's home fixtures, unless the reverse fixture has already been played. Once the suspension ends, the team will resume its remaining fixtures as normal.

- 5.7.7 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.
- 6.2 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 participating in an unapproved fixture will be fined (see Appendix 1).
- 6.4 Where teams are tied for 1st place, a play-off will be used to determine the league winner, regardless of the tie-break criteria set out in Section 5.7.3. For all other league positions, the tie-break process in Section 5.7.3 will apply.
- 6.5 The top four teams of each division must have played each other home and away, subject to the number of teams in the division.
- 6.6 If no league fixture is available, a friendly may be played. Teams may not cancel a rearranged league fixture once allocated.
- 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.



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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 team,
- 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. Travel reimbursement applies only where the visiting team was not notified before departure.

6.9.2 All weather related/pitch postponements must be notified to the relevant Fixture Officer within 1 hour of the decision being made.

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 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.

6.10.2 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.

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

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.



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- 6.10.8 Cup games may not be moved from the original date unless agreed by the Fixture Coordinator.
- 6.10.9 The Fixture Coordinator or Fixture Secretaries 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 24–0 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 Participation in cup competitions is optional, and the fee must be paid at the start of the season. Any team that withdraws from a cup competition will be fined (see Appendix 1), and the game will be awarded to the opposing team at the discretion of the Board of Management. Teams should only enter cup competitions if they can play on the published dates.
- 6.11.2 A player is only cup-tied to the competition they have played in. If a player has transferred more than six weeks before a cup fixture, a club may apply to management to determine whether the player should be considered cup-tied. The decision of management is final.
- 6.11.3 Wherever possible, cup games for all age groups will be played on the same weekend, except for preliminary rounds, which will be played on the date provided at the time of the draw. The cup draw will be made based on league positions as decided by the Board of Management. In each round, the first-named club will be the home club and the second-named club will be the away club.
- 6.11.4 If a knockout game finishes level, then golden point extra time should be played (in 5 minute periods until the first score).
- 6.11.5 A player must have played in at least two league or cup games to be eligible for a cup semi-final or final, unless otherwise decided by the Management Group.
- 6.11.6 Once dates for cup finals are confirmed, they will not be changed except in circumstances outside the control of the League. The League will provide trophies or medals for league winners and cup finalists.

7 MATCH DAY OPERATIONS

- 7.1 Home clubs must confirm the fixture and kick-off time by 9pm on the Monday preceding the fixture. Failure to do so will result in a fine.
- 7.2 If a team cancels a fixture after the Monday deadline:
- The fixture will be awarded 24–0 to the opposition and subject to a fine.



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- 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.

7.3 Fixture Secretaries have until 9pm on Tuesday to provide an alternative fixture for those teams where the opposition has postponed.

7.4 Kick-off Times and Match Duration

Age Group	Day	Time	Duration
U12 (Y7)	Sat	10:30	40 min
U13 (Y8)	Sat	11:30	50 min
U14 (Y9)	Sun	10:00	50 min
U15 (Y10)	Sun	10:30	60 min
U16 (Y11)	Sun	11:00	60 min
U18 (Y13)	Sun	11:30	70 min

- Kick-off times may be adjusted where multiple home fixtures or referee availability require reasonable accommodation

7.5 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.

7.6 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 Teams should make reasonable efforts to avoid colour clashes. Where alternative kits are unavailable, bibs or other practical solutions may be used.

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 Teams may select up to 25 players for a match day. Squad rotation is the responsibility of the coaching staff.

7.7.4 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.



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- 7.7.5 Any team with fewer than 17 available players must inform the opposition the day before the game to support planning and cooperation.
- 7.7.6 If a team drops below the starting number due to injury, the opposition may continue with the number they started with.
- 7.7.7 Teams may lend or borrow players by mutual agreement to ensure the game can be played.
- 7.7.8 Reduced-number games count as league fixtures unless the short-numbered team concedes the fixture and both clubs agree to play a friendly. This must be communicated to the Fixture Secretary within 1 hour of the game finishing.
- 7.7.9 Failure to follow these requirements will result in the opposition being awarded the fixture 24–0.
- 7.7.10 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.

7.8 Technical Areas

- 7.8.1 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.
- 7.8.2 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

The Game Day Manager is permitted to move along the touchline to fulfil their duties

7.9 Medical Requirements

- 7.9.1 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.
- 7.9.2 First aiders should be listed on the team sheet and are required to register on the GameDay system as a volunteer.



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7.9.3 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.

7.9.4 Coaches and Match Officials may also remove a player where concussion is suspected.

7.10 Reporting Injuries and Concussion

7.10.1 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.

7.11 Post Match Arrangements

7.11.1 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 Secretary and General Secretary must be informed; Reimbursement is arranged directly between clubs; the League does not process these payments.

7.11.2 Visiting teams failing to remain for post-match food without giving at least 3 days' notice must cover costs up to £30 to the home team. At least 50% of players must stay. The relevant Fixture Secretary and Secretary must be informed; The League does not process these payments.

7.12 Team Sheets and Reporting Results

7.12.1 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.

7.12.2 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.

7.13 Abandonment of Games

7.13.1 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



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of the playing time has elapsed, the RFL (via the Management Group), at its sole discretion, may order the game to be re-played.

7.13.2 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.