

NSWRL Hunter Valley Combined Competition

Annexure to NSWRL Policies and Procedures 2022

AIMS

Offer safe, enjoyable, community friendly participation opportunities in various formats that are effective in recruiting and retaining players. Provide various game models and registration policies to cater for all developmental stages. Offer consistent delivery models and competition structures. Provide sustainable competitions by encouraging and guiding clubs to create environments that;

- Foster camaraderie, respect, self-esteem, patience, dedication, teamwork, selflessness and resilience.*
- Cultivate an environment of belonging that values inclusion, confidence, and a sense of club and community.*
- Provides valuable experiences and life lessons*

Hunter Junior Rugby League and Competition Sub Committee

Appointed directors established by the NSWRL Rugby League Region of New South Wales Rugby League (The League).

Roles of the Hunter Junior League and Competition Sub Committee

The Hunter Junior Rugby League will provide advice and direction as required to the Competition Manager Administrator who through the League shall exercise management of the Competitions including competition issues, match reviews, grading issues.

Roles of the Hunter Junior League

The Hunter Junior Rugby League will adjudicate on all appeals.

Competition Manager/Administrator

- (a) Will manage the affairs of the Competitions under the Constitution and Rules of the New South Wales Rugby League and by resolutions and decisions passed by the Hunter Junior Rugby League.*
- (b) Provide advice and information as required/requested by the Hunter Junior Rugby League.*
- (c) Administer, publish and update competition details via the National RL database.*
- (d) Maintain Combined Competitions Social Media platforms.*
- (e) Manage formal correspondence and communications, to the appointed Club Secretaries **primarily via email.***



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NSWRL POLICIES AND PROCEDURES MANUAL - Further to 2:2 Player Transfer Policy

- This policy **WILL** apply to the movement of:
*Players transferring into a team participating in a competition **aged U18***
- *Representative Player means a Player who has played Representative Football at any time within the last **2 active Representative Seasons for the relevant Competition.***
- *Development Player means a Player who has been selected in a Development squad at any time within the last **active Development Season for the relevant Competition.***
- *In competitive football age groups, where the Player has been registered in a Division 1 team or a team in a higher age group within any NSWRL Competition (this includes competitions with only one Division) and where the Club which the Player intends Registering to play for qualified/s for the Division 1 in that players current or correct age group at any time within the previous 2 active and current season.*
- *A player applying to transfer to a –Club participating in the MNH/HVC Competitions shall require approval from the Club and relevant Competition Administration from which the player is transferring. It is the responsibility of the club –to which the transfer is requested, to advise the applicant of fundamental requirements in changing Clubs. As a minimum on receiving a transfer request, the accepting Club representative is to contact the exiting Club representative to obtain approval for the transfer prior to acceptance. Once agreed upon information is to be entered as a notation on the clearance path. I.e; 12th January confirmed with Bulga JRL that transfer approval is granted. **Any transfer request without the relevant notation will not be actioned as approved.** Crossing Associations/Clubs from Hunter Junior Rugby League, Central Coast and Group 21 Leagues at a minimum the application is to include a minimum of Two (2) forms of legal documentation confirming place of residency - e.g. Utility bill, rates notice, rental agreement etc. **Documentation that may altered “over the counter” i.e. Driver’s License will not be accepted.***
- *Players selected in either NSW Harold Matthews, SG Ball, Lisa Fiola, Tarsha Gale, or Regional Andrew Johns and Laurie Daley Cup are to register and remain with the Club and Association they played for in the previous season.*

Further to 2.19 Playing a Player Above Their Natural Age Group (Playing Up)

Further to the Age Policy Rule

Note: For Women’s Tackle (WT) the definition of every second age group is **Under 13s** 12/13, **Under 15s** 14/15, **Under 17s** 16/17, and **Under 18s** 17/18.



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Playing in a Higher Grade HVC

Players who have been granted approval to play in a higher age group/division, other than those granted seasonal dispensation, may play up for a maximum of **four games** only after which they must apply to, and gain written approval from the Competition Committee for a regrade prior to participating in a 5th match.

(a) Requests for a regrade must be submitted by 5pm on the Wednesday prior to the day of the match.

(b) In extenuating circumstances, the Competition Administrator may grant late submissions if the circumstances occurred after (a) and must be exigent in nature.

(c) Players from a lower grade or age group approved to play up, other than those granted seasonal dispensation, must not take the field before a healthy player of the original team and cannot enjoy more game time than a player of the original team.

(d) Players not complying with the above shall be deemed to have participated unqualified.

Further to 4.30 Teams Not Ready at Kick Off

Any team not prepared to commence a match within 30 minutes of the time directed shall be deemed to have forfeited, unless satisfactory reasons for the delay are given to the League Manager Administrator.

Further to 3.8 Finals Eligibility

Players may play in one (1) Finals Series only and it is to be where they played the majority of matches in the premiership series. Request(s) for dispensation to the rule may be applied for in writing to the Competition Administration newcastlemailandregion@nswrl.com.au no later than 5pm Wednesday prior to the match. – Once reviewed the decision and advice will be sent directly to both the applicant Club and opposition Club.

a) To be eligible to participate in play-offs, semi-finals, finals and grand finals, **a player must have played at least three 3 competition matches with that team.**

b) In the case of a player not being able to play the required three 3 matches due to injury sustained during the season, upon investigation of medical history by the Competition Committee, such player may be permitted to take part in a play-off, semi-final, final or grand final.

i. A doctor's certificate must be available covering the time the player was unable to play.

ii. The certificate must be received by the Competition Manager Administrator no later than 5:00pm on the Wednesday prior to the last competition match.

c) Team Managers are expected to make themselves aware of player availability well prior to the semi-finals and take the necessary action to ensure all players are qualified.

d) **Any team that forfeits in the final three (3) rounds of the Premiership season and are final series contenders will need to show cause to the Competition Committee as to why they should not be disqualified from the final series.**

Number of Players on the Field 10 – 12s MNH

REPLACEMENTS 6 – 12 YEARS

- i. Under 6s – 7s: (4) four
- ii. Under 8s – 9s: (4) four
- iii. Under 10s – 11s: (5) five
- iv. Under 12s: (6) six



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HYBRID COMPETITION

For the lowest division in each age group, to accommodate teams with minimal numbers – no more than 13 registered participants to that team in an age division. Hybrid requests are required to be submitted with a nominated player list for each team in the relevant age division. Participants nominated in the higher division team will not be deemed qualified to participate in the Hybrid (lower division) competition.

- *Maximum 13 players per side on the field as per International Rules.*
- *Minimum 9 players per side.*
- *The number of players participating in a hybrid game will be governed by the number of registered players for the season in the lesser numbered participating team for that fixture – (If a team arrives with lesser numbers than registered to play, the registered number will be deemed the minimal number to play)*

Scenario 1

Team A (13 Players registered) - 11 on field, 2 Reserves

Team B (17 Players) - 11 on field, 6 Reserves maximum

Scenario 2

Team A (13 Players registered arrive with only 11) – 9 on field, 2 Reserves

Team B (17 Players) – 11 on field, 6 Reserves maximum

Scenario 3

Team A (11 Players registered) - 9 on field, 2 Reserves

Team B (17 Players) - 9 on field, 6 Reserves, 2 Players must sit out (Max 6 reserves)

Numbers on field reduce for one side if Send Off or Sin Bin situations occur as per Laws of the game. Should a side have injuries causing their number of players on the field to go below the agreed number, the opposition is permitted to retain the number on the field as per original agreement. Should a game be played 9 per side, sidelines are to be moved in 10 metres on either side of the playing field. All other rules, terms and conditions remain as per the Laws of the Game.

