



NRL VICTORIA

ARLC VIC Limited

ABN: 79 602 143 126



2025

Storm Junior League and Storm Premiership Competition Rules and Regulations

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2025 STORM JUNIOR LEAGUE AND STORM PREMIERSHIP COMPETITION RULES AND REGULATIONS

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A. GENERAL

1. Purpose

- 1.1 This document outlines the rules and regulations for all competitions of ARLC VIC Limited ("NRL VIC" or "NRL Victoria").
- 1.2 NRL VIC at all times reserves the right to add or change any By Laws (or rules and regulations) to the current rules and regulations contained within this document.

2. Scope

- 2.1 The Rules apply to all participating clubs in NRL VIC competitions, to the officials, players and members of those clubs and to all other committees or associations involved in the running of NRL VIC competitions.
- 2.2 Any club, official, player or members of clubs that is found to be in breach of, contravened or failed to comply with any Rule shall be subject to the disciplinary provisions of NRL VIC, including but not limited to Code of Conduct, Fair Play Code and ARLC VIC Constitution.
- 2.3 Clubs and club officials are responsible for the ensuring that the Rules are adhered to, disseminate to and understood by their club, their officials, their players and members.

3. Definitions

NRL shall mean the National Rugby League

NRL VIC and **NRL Victoria** shall mean ARLC VIC Limited (ABN 79 602 143 126)

VRRLA shall mean the Victorian Rugby League Referees' Association

The **Rules** shall mean the NRL VIC Competition Rules and Regulations

Competition Season shall commence and end in line with the NRL VIC Financial Year (1 November to 31 October)

4. Application of Rules, Complaints & Appeals

- 4.1 The application of the Rules shall be made in a fair manner to conduct NRL VIC competitions in the best interest of the game and in the spirit of the game.
- 4.2 The NRL VIC General Manager (and/or their designated authority) shall be the final arbiter to any complaint about fair competition and/or fair application of the Rules.
- 4.3 An appeal may be made to the NRL VIC Appeals Panel about any final arbitration to a complaint in 4.2. An appeal will only be granted upon presentation of new evidence and must be lodged in writing to the NRL VIC General Manager at earliest practicable occasion.
- 4.4 The NRL VIC Appeals Panel will review any appeal at its earliest convenience. If at the discretion of the NRL VIC General Manager it is deemed the appeal requires urgent attention prior to a meeting of the NRL VIC Appeals Panel being able to be conveniently arranged, the NRL VIC General Manager shall process the appeal with the NRL VIC Appeals Panel in an appropriate manner.

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B. ELIGIBILITY & REGISTRATION

5. Incorporation and Affiliation of Clubs

- 5.1 Clubs competing in any NRL VIC Competition must be Incorporated with the correct Government authorities for the Competition Season and must produce a copy or proof of such current incorporation to NRL VIC before commencing any play in the Competition Season.
- 5.2 Clubs competing in any NRL VIC Competition must complete NRL VIC Club Affiliation agreements on the form prescribed by NRL VIC and submitted in the format and timeframe as specified by NRL VIC prior to commencing any play in the Competition Season.
- 5.3 As per requirements of the NRL VIC Club Affiliation agreement, Clubs competing in any NRL VIC Competition must have all their teams competing in a NRL VIC sanctioned Competition or event or have been provided permission by both NRL VIC and the host NRL sanctioned body to participate in a competition external to NRL VIC by submitting the [NRL Travel and Tour Application Form](#).

6. Fees and Team Entry

- 6.1 All fees payable by participant clubs in NRL VIC competitions shall be due and payable to NRL VIC according to the due date on NRL VIC invoices. These fees may include, but not limited to, registration, insurances, referees' costs, fines, forfeit fees, goods, bonds, etc.
- 6.2 The team registration and insurance payment for clubs are paid on a team basis and are non-refundable once a team has commenced a match (even if a team withdraws full payment is required note 11.3) as per the following schedules:

COMPETITION	TEAM FEE	FORFEIT FEE PRE MATCH DAY	FORFEIT FEE MATCH DAY
		(see regulation 15)	
Storm Premiership			
Men's First Grade	\$3,800	\$450	\$900
Men's Second & Third Grade	\$3000	\$300	\$600
Women's First Grade	\$3350	\$450	\$900
Women's Second Grade	\$1000	\$180	\$360
Women's League Tag	\$500	\$125	\$250
Men's & Women's U20	\$0	\$181	\$363
Storm Junior League			
Boys' U18, U17, U16	\$725	\$181	\$363
Boys' U15, U14, U13	\$485	\$121	\$243
U12, U11, U10	\$360	\$100	\$180
U9, U8	\$300	\$100	\$150
U7, U6	\$220	\$100	\$110
Girls' U18	\$300	\$100	\$150
Girls' U16	\$250	\$100	\$125
Girls' U14, U12, U10, U8	\$180	\$100	\$100

- 6.3 Teams will not have right to play in any match if payment is not met as per 6.2. **Team fees must be paid to NRL VIC no later than 5pm seven (7) days following notice of team entry as per 6.6.**

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- 6.4 If a team enters a competition after the commencement of the playing season the full fee is required to be paid before being permitted to play.
- 6.5 Teams in Age Groups Under 6 to Under 12 may be entered in any round, subject to 6.3 and 6.4 being fulfilled.
- 6.6 Clubs will only be able to enter teams in Rounds 1 and 4 of the NRL VIC competition from the Under 13 Age Group up to and including all Senior Competitions. Notice must be given by midnight 28 days before the scheduled Round. NRL VIC at their sole discretion on a case-by-case basis may allow for exceptions to these requirements only where practical and possible.
- 6.7 Cost of referees in 2025 will be as per the following schedule:

COMPETITION	PAID BY	REFEREE	TOUCH JUDGE	TOTAL
Men's First Grade	CLUBS	\$107.50	\$65.00	\$237.50
Men's Second & Third Grade	CLUBS	\$71.00	\$43.00	\$157.00
Senior League Tag	CLUBS	\$46.50	\$28.00	\$102.50
Women's First Grade	CLUBS	\$59.50	\$36.00	\$131.50
Women's Second Grade	CLUBS	\$30.00	\$18.00	\$66.00
Men's U20	CLUBS	\$71.00	\$43.00	\$157.00
Boys' U18	NRL VIC	\$62.00	\$38.00	\$138.00
Boys' U17	NRL VIC	\$55.00	\$33.00	\$121.00
Boys' U16	NRL VIC	\$51.00	\$31.00	\$113.00
Boys' U15	NRL VIC	\$46.00	\$28.00	\$102.00
Boys' U14	NRL VIC	\$42.00	\$26.00	\$94.00
Boys' U13	NRL VIC	\$38.50	\$24.00	\$86.50
U12	NRL VIC	\$32.50	N/A	\$32.50
U11	NRL VIC	\$30.00	N/A	\$30.00
U10	NRL VIC	\$27.00	N/A	\$27.00
U9, U8, U7, U6	NRL VIC	\$26.00	N/A	\$26.00
Girls' & Mixed League Tag	NRL VIC	\$30.50	\$19.00	\$68.50
Girls' U18	NRL VIC	\$36.50	\$22.00	\$80.50
Girls' U16	NRL VIC	\$34.50	\$21.00	\$76.50
Girls' U14	NRL VIC	\$32.50	\$20.00	\$72.50
Girls' U12	NRL VIC	\$27.00	N/A	\$27.00
Girls U10	NRL VIC	\$27.00	N/A	\$27.00
Girls' U8	NRL VIC	\$26.00	N/A	\$26.00

- 6.8 Referee fees for Men's and Women's Competitions, including Tackle and Tag, shall be paid by the participating clubs in equal share of total cost regardless of where matches are played to NRL VIC upon receipt of invoice.
- 6.9 No Club shall have right of entry into the NRL VIC final series or any participation in Gala Days or match day events played after preliminary rounds for any team from that club, irrespective of ladder position) if they are in arrears to NRL VIC for any payment due, including referees' fees.
- 6.10 All Clubs must purchase a minimum of one (1) table for ten (10) people at the 2025 NRL Victoria Awards.

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7. Registration

7.1 All registrations must adhere to the [National Registration Policy](#).

7.2 NOTE: It is not the responsibility of the referee to determine eligibility or registration status of any player. Clubs are not permitted to request the involvement of referees to adjudicate or facilitate any dispute or query in regard to registration or eligibility.

7.3 Clubs must ensure all players are registered via MySideline prior to that player taking part in any club training or match (this includes but not limited to competition and non-competition matches such as trial/exhibition matches, preseason matches, and end of season gala days). **A player must have their registration finalised and approved by 9am on the day before the next scheduled fixture, otherwise they will not be approved to participate.**

7.4 Registrations are not formalised until approved by NRL VIC. Each registration will only be accepted with valid and approved identification for the participant/volunteer (approved identification documents include birth certificate, passport, driver's licence, Australian Citizenship Certificate or any Australian Government issued ID card that has a photo) and clear head shot photo.

All Volunteers 18 years of age or older must also hold a valid Working with Children Check and completed the [Child Safe Patrons of the Game Online Course](#) with this information uploaded onto their MySideline profile prior to approval or engaging in any voluntary capacity. If in the instance a volunteer's Working with Children Check has expired or is no longer valid, or the volunteer has yet to complete the Child Safe Patrons of the Game Online Course they cannot undertake any volunteer role until this has been rectified. It is the onus of the clubs to maintain a register and to ensure all volunteers Working with Children Checks are valid.

7.5 To be eligible to be registered as a player or volunteer with a club a person must have been admitted to any membership of that club in accordance with the constitution, rules, Model Rules or Memorandum and Articles of Association of the Club.

7.6 Any player may be registered up to 30 June inclusive. For all Age Group competitions up to and including the Under 12 Age Group, or where competition points are not played for, a club may register any player at any time of the Competition Season including after 30 June.

7.7 It is the onus of the club to collect payment of registration, membership fees, or any other fees from a player. A club shall not request NRL VIC to enforce payment from a player on its behalf.

7.8 Any team which fields a player in a match or a volunteer who conducts a role as set out in 23.3 not considered registered or registered to that team and club or eligible for any other reason under NRL VIC Competition Rules and Regulations, Codes or Policies, the match will be deemed as a Forfeit by the non-compliant team and will be subject to Forfeit fees (see 15. Forfeits). The Club will also be deemed to have committed Misconduct under the NRL VIC Code of Conduct and may be subject to further sanction by NRL VIC.

7.8 Playing above Nominal Age Group

Any player is permitted to play in an Age Group competition in the immediate Age Group competition above their Nominal Age Group (e.g. U13 player can play in the U14 competition) unrestricted, except for those players whose nominal age group is Under 7s who must remain in that Age Group competition for the Competition Season.

Any player whose nominal Age Group is Under 7s found to be registered as player type "Player Tackle" to participate in Under 8 tackle competitions, will be deregistered and be required to register again as player type "Player League Tag" at the individuals/clubs expense. If found to be a deliberate breach of this regulation by clubs or club officials, penalties of NRL VIC's discretion may be imposed.

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- 7.9 Any player wishing to play in an Age Group competition more than 2 years above their nominal Age Group (i.e. U13 player wanting to play in U15 competition) must provide written consent from parent/guardian on prescribed NRL VIC Parental Guardian Consent form and can only participate once written approval is provided by NRL VIC. Approval is at NRL VIC's sole discretion and shall only be provided in exceptional circumstances, which may include (but not limited to):

- No team at their chosen club in their Nominal Age Group
- Club will not be able to field a team in the Age Group competition above their Nominal Age Group

Consent will not be provided based on talent or for that player to play multiple games in the same round. If a player is found to be playing multiple games, penalties of NRL VIC's discretion may be imposed.

Any submissions made after 5pm Wednesday before the next Scheduled Match will not be processed for that immediate weekend.

- 7.10 Any player who has not turned 18 years of age must provide written consent from parent/guardian on prescribed NRL VIC Parental Guardian Consent form to participate in any senior competition and can only participate once written approval is provided by NRL VIC. Any submissions made after 5pm Wednesday before the next Scheduled Match will not be processed for that immediate weekend. A maximum of three (3) players eligible for the Under 18 boys or girls competitions are permitted to play in each competition round across all Men's or Women's Competitions teams per club subject to NOT playing in the Under 18 team in that same competition round AND each player is only permitted to play one match in that round.

- 7.11 Any player on the NRL Victoria State Protected Player List as published on NRL Victoria website is NOT permitted to play in any Men's Competition unless provided written approval by NRL Victoria Coaching and Pathways Manager AND must comply with all other requirements of this rule to do so. Any player who has not turned 17 years of age is NOT permitted to participate in senior competitions irrespective of parental/guardian consent.

- 7.12 A player can play for another club in another competition they qualify for if the club they are registered to and play for does not have another team in that other competition. This shall only apply for a player wishing to play between senior competitions (i.e. Men's Competitions, Women's League Tag, Women's First Grade) and junior competitions (i.e. Age Group competitions and Girls League Tag) and not within these competitions. In such circumstance, a permit to play for another club is required by written application to NRL VIC.

7.13 Playing Below Nominal Age Group

Players may apply to play in Age Group competition below their Nominal Age Group based on year of birth (please see Appendix 1) only if formal approval is provided by NRL VIC after application is made through Age Dispensation Policy or 18 Month Registrations Policy. For players to receive formal approval for weight-based dispensations (18 Month Registration Policy and Age Dispensation Policy, 2.4d - Lower Weight Limit), they must attend a sanctioned NRLVIC check-in session prior to commencing in their nominated Age Group competition, following which clubs will be advised of all players approved and declined. These dates and times will be advised in the lead up to the 2025 season.

A team cannot have more than 25% of players on dispensation in any one season without formal approval in writing from NRL VIC.

Any player who receives dispensation to play in an Age Group competition below their own Nominal Age Group are not permitted to play in their Nominal Age Group competition for that competition season.

Any submissions made after 5pm Wednesday before the next Scheduled Match will not be processed for that immediate weekend under any circumstances.

8. Deregistration

- 8.1 A player cannot be deregistered if they have played one or more games of any type during the competition season or have made a claim with NRL Victoria's insurance provider during the competition season.

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9. Transfers & Clearances

- 9.1 Interclub transfers will not be recognised if not submitted on or before June 30 in any competition season, with exception to age groups for Under 12s and younger which shall require written application to NRL VIC for approval.
- 9.2 Applications for transfer must be submitted via the MySideline platform. All applications online will be subject to the [NRL National Clearance and Permits Policy](#) which sets out timeframes and appeal process.
- 9.3 Clubs may register a player transferring from a club in another League (interstate or international) during the competition season prior to close of business 30 June, with exception to age groups for Under 12s and younger which shall require written application to NRL VIC for approval.
- 9.4 **The maximum number of players to be cleared from one club to another club during the 2025 Competition Season will be three (3) registered players per junior Age Group, five (5) registered players for Women's and five (5) registered players for Men's Competitions**, except for players who did not play a game during the 2024 season or at NRL VIC's sole discretion. A club or an individual may upon written submission application to NRL VIC request to have any case reviewed for dispensation of this requirement, which shall be treated on a case-by-case basis at NRL VIC's sole discretion.

All clearance requests will be considered in the context of the best interests of the game. Any clearance request, whether in breach of this regulation or not, may be denied by NRL VIC if it is deemed not to be in the best interests of the game.

- 9.5 A player from a team that has folded or withdrawn from an NRL VIC competition after 30 June may be granted permit to play for another club (subject to no other suitable team from their club still playing) upon written application to NRL VIC. NRL VIC shall have sole discretion on providing a permit on a player-by-player basis.
- 9.6 A player who transfers from a junior team (age restricted team) to a senior team within the same club is not subject to transfer or clearance.
- 9.7 Any disputes regarding players denied clearance is to be resolved between individual and/or clubs concerned. NRL VIC will not arbitrate or mediate on any complaints or disputes regarding denied clearances.
- 9.8 Permits for players to participate in competitions outside of NRL VIC will only be provided for Competitions that are sanctioned by NRL VIC. Permits for players from competitions outside of NRL VIC to participate in NRL VIC Competitions will only be approved by NRL VIC if the player seeking a permit is from a competition that is sanctioned by NRL VIC. Permit applications after 30 June will not be approved by NRL VIC except where under written application to NRL VIC it is deemed permit is for exceptional circumstances.
- 9.9 Any player on the NRL Victoria State Protected Player List as advised by Melbourne Storm (Players in the Harold Matthews, SG Ball or Jersey Flegg Squads) are NOT permitted to transfer or clear to another NRL VIC club to participate in a team for that club that already has 3 or more players already on the State Protected Player List in entirety across all age groups.

Dispensation to this rule may be sought in writing to NRL VIC but will only be provided on exceptional circumstances at the sole discretion of NRL VIC and in consultation with the Melbourne Storm.

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C. COMPETITION

10. Game Playing Conditions

Age Group	Game Time	Time Off	Ball Size	Field Size (meters)	Players on Field		Interchange Players	Comp Points	Match Officials Required
Men's First Grade	2 x 40 min (10 min half time)	Y	5 (int)	100 x 68	9	13	Up to 4 (limit 12 interchange)	Y	Ref & TJs
Men's Second & Third Grade	2 x 35 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Women's First Grade	2 x 30 min (10 min half time)	Y	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Women's Second Grade	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	7	9	Up to 7 (unlimited)	Y	Ref & TJs
Women's League Tag	2 x 25 min (5 min half time)	N	5 (int)	100 x 68	8	11	Up to 9 (unlimited)	Y	Ref & TJs
Men's U20	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Boys' U18	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (limit 12 interchange)	Y	Ref & TJs
Boys' U17	2 x 30 min (10 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
Boys' U16, U15, U14, U13	2 x 25 min (5 min half time)	N	5 (int)	100 x 68	9	13	Up to 7 (unlimited)	Y	Ref & TJs
U12 ^ ^^ **	2 x 20 min (5 min half time)	N	4 (mod)	100 x 68	11**	13	Up to 7 ^	N	Ref only
U11, U10 ^ ^^	2 x 20 min (5 min half time)	N	4 (mod)	80 x 48	8	11	Up to 9 ^	N	Ref only
U9, U8 ^^	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	68 x 30	6	8	Up to 8 *	N	Ref only
U7 tag, U6 tag * ^^	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	40 x 20	6	6	Up to 6 *	N	Club Facilitator
Girl's U18	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	8	11	Up to 7 (unlimited)	Y	Ref & TJs
Girl's U16, U14 (Div 1)	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	8	11	Up to 7 (unlimited)	Y	Ref & TJs
Girl's U16 (Div 2)	2 x 20 min (5 min half time)	N	5 (int)	100 x 68	7	9	Up to 7 (unlimited)	Y	Ref & TJs
Girl's U14 (Div 2)	2 x 20 min (5 min half time)	N	5 (int)	80 x 48	5	7	Up to 4 (unlimited)	Y	Ref & TJs
Girl's U12	2 x 20 min (5 min half time)	N	4 (mod)	80 x 48	5	7	Up to 7 ^	N	Ref only
Girl's U10	2 x 20 min (5 min half time)	N	4 (mod)	68 x 30	5	7	Up to 7 ^	N	Ref only
Girls U8 tag	4 x 8 min (3 x 2 min breaks)	N	3 (mini)	68 x 30	5	7	Up to 7 *	N	Club Facilitator

* **6-9 Years:** Each player must play a **MINIMUM OF TWO UNBROKEN PERIODS** of eight (8) minutes. That is each player must start at least two of the periods and **must not be interchanged** until completion of that period.

^ **10-12 Years:** Each player must play a **MINIMUM OF ONE UNBROKEN HALF** of a match (Twenty [20] minutes). That is each player must start at least one of the two halves and **must not be interchanged** until completion of that half.

** As per Junior League Laws, Under 12s may resume with less players per team on field

^^ As per Junior League Laws, all matches from Under 6 to Under 12 must have equal numbers per team on field at any time

It is the responsibility of the Team Coach and/or Team Manager to ensure that the above occurs, not the referees, with any issues to be resolved on match day.

PLEASE ALSO NOTE:

- For all other game conditions and Laws, please refer to the NRL's "Junior Rugby League Laws 6 - 12 Years" which can be referenced from playrugbyleague.com; www.playrugbyleague.com/laws-of-the-game-community
- Age Groups are to be read in conjunction with the NRL Victoria Age Group Document (available at NRLVIC.com) or approved 18 Month Registrations, Age Dispensation or Parental Consent (these can only be approved by NRL Victoria and players cannot be selected outside of their age group on MySideline Manager until approved)
- Game Playing Conditions can be modified at any time and will be communicated to all relevant stakeholders as appropriate; an example could be, but no limited to, modifying numbers on field to ensure a competition can proceed to maximise participation

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11. Schedule

- 11.1 NRL VIC competition matches shall be scheduled on days as determined by NRL VIC. (note 11.2)
- 11.2 Clubs may request matches to be scheduled for other days subject to written request being made to NRL VIC. Approval may be considered subject to approval of both competing teams/clubs and availability of referees, otherwise original schedule will remain.
- 11.3 In Senior Competitions only, in the event that a higher grade or division team plays prior to a lower grade or division team playing in the same round, those players listed cannot play in the lower grade.
- Scenario:* First Grade Men play Friday, Third Grade men play Saturday – players listed in First Grade Men cannot play Third Grade.
- 11.4 In Senior Competitions only, once a player has played 50% of matches in a higher grade they cannot play in a lower grade.
- Scenario:* Player has played 8 First Grade Men's matches in a 16-round season, they cannot then play Second or Third Grade Men's competitions from that point forward.

11.5 Grading

- a) NRL VIC shall reserve the right to modify any junior Age Group competition by grading teams and creating competition division within that Age Group competition.
- b) Any modification to a competition by creation of a division should not occur earlier than a minimum of 3 completed rounds, noting NRL VIC reserves the right at any stage of competition. NRL VIC shall do so at its own discretion but will undertake any such action with collaboration of competing teams within that competition.
- c) Previous seasons results and player movement will be taken into consideration.
- d) Clubs will have the ability to nominate a division however this will only be a recommendation and cannot be guaranteed.
- e) NRL VIC will take into consideration on-field performance (and opposition), and any other criteria NRL VIC deems appropriate. Factors such as size of or age of registered participants will not be taken into consideration.
- f) Teams that are graded shall keep their competition points (including points differential) if grading occurs within an Age Group competition.
- 11.4 Should a team withdraw from a competition for any reason, NRL VIC shall determine course of action for remaining season schedule and competition table. This shall be undertaken with collaboration of the remaining competing teams within that competition. Please note 6.2 that team fees for any withdrawing team are not refundable. The first match following notification of team withdrawing will attract fine applicable to Forfeit (see 15). NOTE: any Club that withdraws a team from a Men's competition, will not be eligible to enter into finals for any Men's competitions of a lower grade of the withdrawn team.
- 11.5 Matches shall only be scheduled to be played at venues under lights that have been approved by NRL VIC. Approval will only be provided subject to report provided by a supplier endorsed by local council that indicates that lighting meets minimum Australian Safety Standards for Rugby League competition play. Matches may not be played under lights if no approval is provided or council has deemed lights to be unsafe. NOTE: should it be clear and obvious that

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lighting is not operating at satisfactory level on match day then this may be reason for Ground Manager to determine ground to be unsafe under 14.6.a.

- 11.6 Matches that are not NRL VIC competition matches that are arranged between clubs, such as but not limited to trial and exhibition matches, must be sanctioned by NRL VIC in writing by a minimum of three (3) business days prior to the proposed fixture. All matches will need to comply with NRL VIC competition requirements.

12. Men's Competitions

- 12.1 NRL Victoria reserve right to modify the Men's Competitions and/or any of the regulations relating to the Men's Competitions for purpose of competition integrity, fairness, what is in best interest of the game and/or in the spirit of the game.
- 12.2 The Men's Competitions shall be played in tiered competitions allowing for promotion and relegation between each competition tier. The tiers shall be ranked in the following order:
- a. Men's First Grade
 - b. Men's Second Grade
 - c. Men's Third Grade
- 12.3 For the 2025 Competition Season, the Men's First Grade competition shall be limited to a maximum of eight (8) teams and the Men's Second Grade competition shall have a minimum of six (6) teams. NRL VIC at its sole discretion at any time may modify this structure and/or move teams between grades for purpose of competition integrity, fairness, what is in best interest of the game and/or in the spirit of the game.
- 12.4 Men's First Grade and Men's Second Grade competitions shall not have more than one (1) team from a single club in each grade of competition. It is possible for a club to have more than one (1) team in the Men's Third Grade competition subject to NRL Victoria approval and Rule 20 shall be strictly applied.
- 12.5 Clubs shall be promoted and relegated between tiers of the Men's Competitions on the following basis:
- a. A club which wins the competition in a lower tier grade of competition shall be promoted to the next higher ranked grade of competition for following Competition Season.
 - b. A club which is placed last on the competition table at completion of the Competition Season shall be relegated to the next lower ranked grade of competition for the following Competition Season.
 - c. A club which did not win nor place last in its competition shall be entitled to participate in the same grade of competition for the following Competition Season.
 - d. To comply with 12.4 above:
 - i. Should a club have a team in both Men's First Grade and Men's Second Grade competitions, its Second Grade team cannot be promoted to Men's First Grade for the following Competition Season. In the scenario where a club's First Grade team finishes last and Second Grade team has won its competition, no relegation or promotion shall apply.
 - ii. Should a club have a team in both Men's Second Grade and Men's Third Grade competitions, its Third Grade team cannot be promoted to Men's Second Grade for the following Competition Season. In the scenario where a club's Second Grade team finishes last and Third Grade team has won its competition, no relegation or promotion shall apply.

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- iii. Should a club have a team in Men's First Grade and Men's Third Grade competitions, and its First Grade team finishes last this team shall be relegated Second Grade and its Third Grade team cannot be promoted even if it wins its competition.
 - iv. Should a club have a team relegated from First Grade but already has a team in Second Grade that neither won nor finished last in a Competition Season, the club which has won Second Grade shall still be entitled to enter First Grade for the following Competition Season. NRL Victoria shall for the following season determine competition structure and/or placement of teams from the club which has had its First Grade team relegated.
 - e. NRL VIC may, under special circumstances, consider a submission in writing from a club which has won either the Second Grade or Third Grade competition to remain in the same tier competition for the following season. This application must be submitted to the NRL VIC General Manager no later than 10 business days following the Grand Final.
- 12.6 NRL VIC may determine to promote, relegate or refuse to promote any club if:
- a. the club cannot field a full complement of teams for the following Competition Season; and/or
 - b. the club has not met their financial commitments to NRL VIC; and/or
 - c. there are any other circumstances which, in the opinion of NRL VIC, require a club to be promoted, relegated, or refused promotion.
- 12.7 Should a club have a team in three grades of the Men's competitions, a player cannot play in a lower grade of competition that is more than one grade of competition lower in consecutive rounds (byes excluded) or in the same round after player has played in a higher grade of competition (for example, playing for the Men's Third Grade immediately after representing the Men's First Grade team in the same competition round). If a player misses a scheduled round (byes excluded) for any reason, they can resume in whichever competition team they were selected in. Dispensation to this rule may be sought in writing to NRL VIC no later than Wednesday 5.00pm before a scheduled competition round but will only be provided on exceptional circumstances at the sole discretion of NRL VIC.

13. Match Conditions

- 13.1 Game Playing Conditions are tabled in 10 and are not to be modified except under written permission by NRL VIC.
- 13.2 Teams shall not be permitted to commence play without firstly being submitted and verified on MySideline Manager prior to game commencement by an opposition team manager (including sighting of players and volunteers against their digital profile on MySideline) and inspection of player equipment by the referees.
- 13.3 The match clock must be started at scheduled start time regardless of completion of items in 13.2, which shall be enforced by the referee.
- 13.4 **U6 and U7 Age Groups MUST play under League Tag format ONLY. NRL VIC at its sole discretion MAY review format of U7 competition part way through the season. Should this occur this will be communicated in writing and no team is to play any other format until this occurs.**
- 13.5 **NRL SafePlay Code:** The Safeplay Code was developed to emphasise safety and good conduct within the game of Rugby League by creating the best possible on-field environment and actively controlling undesirable actions. **It applies to all players up to and including the Under 15 years age group.** To find out more about the NRL SafePlay Code, please visit <https://www.playrugbyleague.com/safety/safeplay/>.

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- 13.6 **The Points Differential Rule** shall apply to all age groups from Under 13s to Under 18s only under the following conditions only when the points differential in the match score between the teams reaches 40:
- a. The trailing team's coach will have the option to enforce the following in part or in full at their sole discretion;
 - i. Team numbers of both teams will be equalised if trailing team has less available players on field of play (e.g. the trailing team has only 9 players able to take to participate on field, the leading team must field only 9 players); and/or
 - ii. A tap restart by the trailing team at halfway will occur following any tries being scored by the leading team.
 - b. The referee must be informed of the decision at the time it is enforced, however it is at the trailing team's coach's discretion only and once enforced cannot be reversed;
 - c. The leading teams' coach must adhere to this if enforced and is encouraged to consider the following adjustments prior this occurring (but not limited to);
 - i. Playing players in different positions
 - ii. Giving more game time to bench players
 - iii. Reduce number of players on the field
 - iv. Instruct players to submit to tackle upon touch
 - d. Should any items of 13.6.a. be implemented during a Boys' Under 18 match, the interchange limits under 25.4 shall not apply for the remainder of the match

14. Cancellation of Matches, Postponing Matches, and Uncompleted Matches

- 14.1 Matches may only be cancelled due to the following reasons:
- a. Closure of grounds by council
 - b. Ground conditions are determined to be unsafe (see 14.6)
 - c. Adverse weather (see 14.10)
- 14.2 Any game cancelled by the reasons stated in 14.1 shall be declared No Result and teams allocated competition points as prescribed in 16.1 and a match score of 0-0.
- 14.3 Any game cancelled by the reasons stated in 14.1 may be postponed to be played at a later date subject to written request being made to NRL VIC no later than 5.00pm of next business day after the originally scheduled game. Approval may be considered subject to approval of both competing teams/clubs and availability of referees, otherwise original schedule will remain.
- Clubs must provide confirmation to NRL VIC of agreed time and date of re-scheduled game no later than 5.00pm five (5) business days after originally scheduled game. Should clubs fail to agree or meet these conditions No Result will be recorded against the game as per 14.2.
- 14.4 Any game may be postponed for any other reason deemed appropriate by NRL VIC and played at a later date subject to written request being made to NRL VIC no later than 5.00pm of next business day after the originally scheduled game. Approval may be considered subject to approval of both competing teams/clubs and availability of referees, otherwise original schedule will remain. Clubs must provide confirmation to NRL VIC of agreed time and date of re-scheduled game no later than 5.00pm five (5) business days after originally scheduled game. Should clubs fail to agree or meet conditions of 14.4 the game shall be declared Abandoned with no competition points awarded as prescribed in 16.1.
- 14.5 Any postponed match must be completed with result formally submitted to NRL VIC by 5.00pm of Tuesday immediately prior to the first week of scheduled finals. Any team who confirms in writing with NRL VIC to play a postponed match and does not fulfill its requirements to do so will be deemed to have forfeited the match and all

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applicable rules under 15 Forfeits shall apply. Should the postponed match not proceed other than for reasons of forfeit the game shall be declared Abandoned with no competition points awarded as prescribed in 16.1.

- 14.6 For a match to be cancelled where ground conditions are determined to be unsafe under 14.1 b., **this shall only be on the basis that the ground is declared unsafe** and not on the basis the ground is not considered to be in most ideal condition for play. A ground can be declared unsafe at any time and can only occur when:
- a. The Official Ground Manager determines the ground to be unsafe (note 11.4).
 - b. If both teams declare and agree the ground unsafe.
- 14.7 If only one team declares the ground unsafe and refuses to play this team shall be determined as forfeiting the match.
- 14.8 A referee does not have the authority to declare a ground unsafe and cancel a match.
- 14.9 Referee fees will only be payable for matches cancelled where ground conditions are determined to be unsafe under 14.1 b. This will be the responsibility of the host club. Referees fees will not be due for matches cancelled for any other reason.
- 14.10 A match may only be cancelled due to adverse weather under 14.1 c. by the referee. Adverse weather is determined as extreme weather that has potential to affect the health and wellbeing of participants (examples being extreme heat, lighting strike, etc.) or conditions become unplayable where it is not possible for players to conduct an ordinary game of rugby league (examples being extreme gale force wind, excessive puddles or muddying where it is not possible to play-the-ball or kick the ball or other basic elements of the game is not possible, etc. Not being able to see lines is not an acceptable reason to cancel or cease playing or stop a match).
- 14.11 A match that has been forfeited for any reason by either team, or once match is started and is unable to be completed due to insufficient number of players in a team (note 15.5), then the match shall not be considered a cancelled match and cannot be postponed to be played at a later date.
- 14.12 Should a match not be able to be completed after commencement (ie. kick-off has occurred) through no fault or deliberate action of either or both teams then the result shall be the score of the match at the time the match was unable to be continued (note 15.5).

In First Grade matches, if play cannot recommence within forty (40) minutes of when play was unable to continue (Time Off being called) and council restrictions or other key match operational matters do not impede the remaining match time being played – and both teams and match officials agree and are able, may continue to play the remainder of the game.

15. Forfeits

- 15.1 Should a team forfeit a match, the following shall apply:
- a. Competition points awarded as per 16.1
 - b. A match score of 50-0 to the non-offending team, or if a match has already commenced, the score of the match at the time the match is forfeited if point differential is greater than 50 points.
 - c. If match is forfeited prior to 5.00pm on day prior to scheduled match a fine as outlined as Forfeit Fee Pre Match Day in 6.2 or \$100, whichever is the greater, is payable to NRL VIC. If after 5.00pm on day prior to scheduled match the match is forfeited a fine as outlined as Forfeit Fee Match Day in 6.2 or \$100, whichever is the greater is payable to NRL VIC – except where the match is played and ruled a Forfeit by NRL VIC then only the Forfeit Fee Pre Match Day fee applies.

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- d. If match is forfeited after 5.00pm on a Wednesday prior to the scheduled (or postponed) match then referees fees shall also be paid to NRL VIC as per schedule in 6.6, unless a match has commenced, been played competitively or otherwise, then this shall not apply.
- 15.2 If a club is aware that it is forfeiting a match prior to the weekend of play then the forfeiting club must advise NRL VIC AND the opposing club. Failure to provide written evidence this has occurred will result in a fine as outlined as Forfeit Fee Match Day of the full team registration fee in 6.2 or \$100, whichever is the greater.
- 15.3 Any team who forfeits on 3 separate occasions shall be immediately suspended from the competition and fined applicable fine amount in 15.1.c for each remaining match it is scheduled to play until it can show just cause to the satisfaction of NRL VIC to be permitted to continue on the basis no further forfeits shall occur.
- 15.4 Any club that forfeits a match for any reason in the Men's Competitions on any given competition round, including Finals, any teams from the same club in a lower grade of the Men's Competitions will automatically have their match deemed a Forfeit regardless of result or bye. In this case only 15.1.a and 15.b shall apply to the team(s) from the lower grade of competition from the forfeiting team.
- 15.5 A match that has commenced and cannot be completed due to playing numbers in a particular team falling below minimum number allowed shall be deemed a Forfeit in Men's First Grade competition only, with all rules 15.1 to 15.4 being applicable. For all other competitions the non-compliant team shall be deemed to have lost the game, with match score at time of match terminating to be final unless non-compliant team was level or winning, then match score shall be adjusted by NRL VIC to reflect a loss of minimum margin of 2 points.
- 15.6 A match that has commenced and cannot be completed due to a compliance issue with either team (as determined by NRL VIC), the non-compliant team shall be deemed to have lost the game, with match score at time of match terminating to be final unless non-compliant team was level or winning, then match score shall be adjusted by NRL VIC to reflect a loss of minimum margin of 2 points.
- 15.7 For any forfeit fee paid in 15.1.c, 50% shall be paid by NRL VIC to non-offending team and 50% to host club, except that no fee will be passed on to the non-offending club or host where a match commenced, played competitively or otherwise, even if forfeited prior to the commencement of the match.
- 15.8 Any club that forfeits an away match in the highest grade that their club participates in the Men's or Women's Competitions, 15.1 will be applied and the forfeiting club will lose hosting rights at the next scheduled home fixture against the non-offending club, whether that be in the current or following season. The loss of hosting rights is applied across the entire club meaning no teams from the offending club will play at home.

In the event that the clubs do not play each other for the remainder of the current season, and those clubs are not in the same competition in the following season, the club who forfeited will have one hosting round removed from their home and away balance in that following season.

16. Competition Points & Table

- 16.1 Competition points shall be awarded as follows:

Win	2 points
Bye	2 points
Draw	1 point
No Result	1 point
Loss	0 points
Abandoned	0 points
Forfeit	-2 points

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No Result – as prescribed under 14.1 or 14.2, or where a match that is unable to commence through no fault of either team or as determined by NRL VIC.

Abandoned – as prescribed under 14.3 or 14.4, or where a match that was unable to commence or be completed through fault or deliberate action of both teams, or as determined by NRL VIC.

NOTE: Age Groups from Under 6 to Under 12 do not play for and are not awarded any competition points.

16.2 Teams shall be ranked higher on the competition table based on most competition points. Should two teams share the same number of competition points they shall be separated and ranked higher than the other team based on the following in order:

- a. Greater positive difference between match points scored for and scored against
- b. Higher match points scored for
- c. Higher ranking from 2024 NRL Victoria Spirit of League Award

16.3 Teams entering the competition after the commencement of the competition shall start on zero competition (0) points.

17. Finals

17.1 Teams ranked as follows on the competition table at the end of preliminary rounds shall qualify for Finals (subject to 6.8):

- a. In competitions comprising of eleven (11) teams or less, the four (4) highest ranking teams.
- b. In competitions comprising of twelve (12) or more teams, the six (6) highest ranking teams.
- c. As per the NRL Player Development Framework, for U13 and U14 competitions, only the two (2) highest ranking teams play.

17.2 Finals format shall be:

a. 4-Team Finals System (for competitions of 11 teams or less):

Week 1	Major Semi Final:	Team ranked 1 v Team ranked 2
	Elimination Semi Final:	Team ranked 3 v Team ranked 4
Week 2	Preliminary Final:	Loser of Major Semi Final v Winner Elimination Semi Final
Week 3	Grand Final:	Winner of Major Semi Final v Winner Preliminary Final
The winner of the Grand Final shall be declared competition winners.		

b. 6-Team Finals System (for competitions of 12 teams or more):

Week 1	Qualifying Final 1:	Team ranked 3 v Team ranked 6
	Qualifying Final 2:	Team ranked 4 v Team ranked 5
	Bye:	Team ranked 1 and Team Ranked 2
Week 2	Semi Final 1:	Team ranked 1 v Lowest ranked QF winner
	Semi Final 2	Team ranked 2 v Highest ranked QF winner
Week 3	Grand Final:	Winner of Semi Final 1 v Winner Semi Final 2
The winner of the Grand Final shall be declared competition winners.		

c. U13 and U14 Finals

Grand Final:	Team ranked 1 v Team ranked 2.
The winner of the Grand Final shall be declared competition winners.	

17.3 Finals matches shall be played under the conditions set out in 10, Time Off will be applied during the final five (5) minutes of play in the second half in all finals matches during regular time only. For Men's and Women's First Grade, Time Off applies for the whole game.

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17.4 Any matches in the Finals where scores are drawn at the completion of normal game time the following shall occur:

- a. Teams will have 5 minutes break and swap ends to play Extra Time.
- b. The first team to score in Extra Time will be declared the winner. i.e. Sudden Death/Golden Point
- c. Extra Time will be played with teams swapping ends for each period of 5 minutes with no break.

17.5 Should any match in the Finals not be able to be completed as formally scheduled by NRL VIC through no fault of either team (note 15.5 overrides this rule) then determination of match result shall be as follows:

- a. If the match is unable to be started then the higher ranked team on competition table at completion of preliminary round shall be declared the winner.
- b. If the match commences and scores are level at time match is abandoned then the higher ranked team on competition table at completion of preliminary round shall be declared the winner.
- c. If the match commences and at the time the match is abandoned, and one teams score is higher than the other than that team shall be declared the winner.

17.6 NRL VIC reserves the right to modify finals series formats, which will be notified to clubs as early as possible.

17.7 Prize money for NRL VIC competitions shall be paid only for the following:

Competition	Winner	Grand Finalist	Preliminary Finalist	Finalist	Total
NRL VIC First Grade	\$2,500	\$1,500	\$600	\$400	\$5,000
NRL VIC Women's First Grade	\$2,500	\$1,500	\$600	\$400	\$5,000
NRL VIC Second Grade	\$600	\$400	\$0	\$0	\$1,000
NRL VIC Third Grade	\$600	\$400	\$0	\$0	\$1,000

18. Player Qualification for Finals

18.1 A player shall be eligible to participate in Finals subject to the following conditions:

a. Men's First Grade

To qualify for Men's First Grade finals:

- i. A player must have played a minimum of 33% of scheduled matches for that club in Men's First Grade, Men's Second Grade, or Men's Third Grade prior to the Finals for that Club (this cannot be combined across clubs).
- ii. A competition round shall be counted for any match played in Men's First Grade, Men's Second Grade, or Men's Third Grade but if a player plays in Men's First Grade and also in Men's Second Grade and/or Men's Third Grade in the same competition round they shall only be credited once for Men's First Grade only.

Examples:

- a. Player A has played 3 Men's First Grade, and 3 Men's Third Grade matches for the same club during different Rounds. The player qualifies for Men's First Grade as they have played 33% of scheduled games across different competitions, however has not met minimum requirements for Men's Third Grade, having only played 3 matches in that competition.
- b. Player A has played 6 Men's First Grade, and 9 Men's Third Grade matches, however 6 of his Men's Third Grade matches were in the same Round as Men's First Grade. Those matches played in the same Round only count towards Men's First Grade qualification. The player qualifies for Men's First Grade with 6 matches, however has not met minimum requirements for Men's Third Grade, being credited for 3 matches only.

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b. Men's Second Grade and Men's Third Grade

To qualify for Men's Second Grade and Men's Third Grade finals:

- i. A player must have played a minimum of 33% of scheduled matches for that team in the competition they wish to qualify for prior to the Finals for that Club (cannot be combined across clubs).
- ii. A competition round shall be counted for any match played in Men's Second Grade or Men's Third Grade respectively. Matches played in a higher grade of the Men's Competition are not credited to any lower grade qualification. If a player plays in Men's First Grade and/or in Men's Second Grade and/or Men's Third Grade in the same competition round they shall only be credited once at the highest grade of competition played in.
- iii. As per 11.5, if a player has played 50% of scheduled matches for that club in a higher grade they are not eligible to play in a lower grade finals series.
- iv. A player may qualify for Finals in Men's Second Grade and Men's Third Grade and Men's First Grade competitions subject to meeting the conditions of qualification in each competition.

c. A club with multiple active teams in a Finals Series

- i. In the event a club has senior teams in multiple divisions active in any given round of a finals series, subject to meeting b (i) and b (iii), a player can play in any division however can only be listed on one (1) match sheet in any given round of a finals series.

c. Women's First Grade, Women's Second Grade, Girls' (U18, U16, U14) and Boys' (U18, U17, U16, U15, U14, U13)

To qualify for Women's First Grade, Women's Second Grade, Girls' (U18, U16, U14) and Boys' (U18, U17, U16, U15, U14, U13):

- i. A player must have played a minimum of 33% of scheduled matches for that team in the competition age group they wish to qualify for prior to the Finals for that Club (this cannot be combined across clubs).
- d. A player may qualify for Finals in more than one competition age group subject to playing minimum number of matches in each competition. A player shall be credited for each match they play in that competition age group even if they play more than one match on any weekend.
- e. If a player has played more than 50% of scheduled matches for that team in First Division of an Age Group Competition then they are not eligible to play in any Finals match of the respective Age Group Second Division.
- f. In addition to qualifying for age group competitions, a player may qualify for Finals in Men's First Grade and/or Men's Second Grade and/or Third Grade subject to meeting the conditions of qualification in each competition.

18.2 Calculation of minimum matches played shall be on the following basis:

- a. Matches are based on scheduled matches in that competition for that team.
- b. Byes do not count as matches scheduled for that competition and do not count towards matches played by a player.

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- c. Matches forfeited by a team for any reason will not count towards matches played by a player but will count as a match scheduled for that team in that competition.
- d. Should a match be forfeited, players from the non-forfeiting team shall have that match counted towards their qualification subject of team lineup being submitted on MySideline Manager no later than 1 hour after scheduled completion of match.
- e. Should a match be cancelled, and is unable to be postponed, each player shall have that match counted towards their qualification subject to submission of team lineup on MySideline Manager no later than 1 hour after scheduled completion of match.
- f. Any player not listed on the submitted team lineup on MySideline Manager once a match has been verified will not have the match counted towards their qualification.
- g. Matches missed through suspension will not count towards qualification for a player but will count as scheduled matches for that team.
- h. Submission of match results and team lists for completed matches must be made via MySideline Manager immediately following the scheduled completion of match by selecting "Final" and then confirming the score and result.
- i. Qualification of minimum 33% of scheduled matches will be calculated as follows:

Scheduled Games	Games Played to Qualify
16, 17 or 18	6
13, 14 or 15	5
10, 11 or 12	4
7, 8 or 9	3
4, 5 or 6	2

18.3 Dispensation is available to a player for qualification to Finals for the following:

- a. Representation
 - i. Players will be credited with having played a competition match for each match missed when playing in a Representative Team as defined in the NRL VIC Representative Team Policy, including matches missed where a player is requested to be "rested" for the Representative Team. The same shall apply if officiating in a representative program/event as determined by NRL VIC at the time.
 - ii. To receive this credit the player must have played in the most recent available match in the relevant competition which dispensation is being sought, BOTH before AND after duties of Representative Team.
 - iii. Players will not be credited for missing matches to play for Melbourne Storm teams or School teams.
- b. Injury
 - i. To be eligible to be credited with a game which is missed whilst injured the Club must submit an Injury Report via MySideline no later than 12.00 noon of the first business day following the match. A medical certificate (or equivalent official medical evidence) may be sought prior to crediting games. NOTE: Illness shall not be considered an injury for purposes of dispensation.
 - ii. Submission to NRL VIC for dispensation for must be provided no later than 12.00 noon of the business day immediately prior to match(es) for which dispensation is sought; i.e., if an injury occurs in Round 6, dispensation must be sought by Monday 12.00 noon on the week of Round 7.

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- iii. **Retrospective credits will not be provided for any matches that have been missed prior to the deadline set out in b (i and ii) above.**
 - iv. At all times NRL VIC will follow the current [NRL Community Rugby League Policy and Guidelines for Managing Concussion](#) and require the [NRL Community Head Injury/Concussion Medical Clearance form](#) to be completed as per the Guidelines prior to any player being permitted to return to play with no exceptions. This form must be submitted no later than 9am Friday before the next scheduled match unless prior extension is sought dependent on availability of practitioners and injury timelines.

19. Disqualified / Suspended Players

- 19.1 No player who has been disqualified / suspended by NRL VIC or any other Rugby League body for any reason will be entitled to play in any NRL VIC game until such disqualification / suspension has expired or been removed by NRL VIC or the Rugby League Body imposing the disqualification.
- 19.2 Unless explicitly stated within the sanction communicated in writing, conditions of Disqualification / Suspension are as follows (also refer to the NRL VIC Judiciary Procedures and Penalties & NRL VIC Scope of Sanctions and Suspensions Policy):
 - a. Suspensions shall be considered for matches, not weeks. For example, a suspension is not served during weekends where there is a general bye, the team forfeits or the team has a scheduled bye.
 - b. A suspension will serve across all NRL VIC Competition Season matches, and in some instances other rugby league matches sanctioned by NRL VIC as outlined within the Judiciary Procedures and Penalties.

Any suspension will expire at the completion of the scheduled matches of the team that the particular player received the suspension for. For example:
 - 1. If player receives a 1-match suspension in an U14 game
 - 2. Scenario is that the U14 team has the Bye the next week
 - 3. Player cannot play for another team (i.e. U16) until he / she serves the scheduled number of U14 matches
 - c. If the suspension overlaps from one season to the next, the suspension carries to the relevant age group for that player in that next season.
 - d. Matches that are forfeited by a suspended player's team do not count as part of the suspension. For clarification, where a suspended player's team is forfeited against this game shall count as part of the suspension.
 - e. Matches through no fault of a suspended player's team that are cancelled (and not postponed to be played later) or abandoned will be counted as part of the suspension.

20. Clubs with Two Teams in One Competition

- 20.1 When a club submits two teams in a competition, each team will be treated as if they are from two separate clubs in all aspects of the competition.
- 20.2 Players are not permitted to change teams once they have played one game for a team in the relevant competition.
- 20.3 Players wanting to transfer to another team in the competition need to apply for clearance to do so proving just cause to NRL VIC. This must be done prior to COB June 30.

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- 20.4 Where a club has two teams in one competition, they need to submit final squads to NRL VIC prior to COB next business day after June 30.
- 20.5 When a team enters a second team in a competition late, clubs must submit squad list to NRL VIC for approval prior to this team being granted entry into the competition.
- 20.6 Should a team, whereby it is one of more than one team from a club in the same competition, withdraw from the competition, then players seeking to continue to play must seek a clearance as per 20.3, and games played in original team do not count for finals qualifications. Should the team fold after 30 June, rule 9.5 applies and games played in original team do not count for finals qualifications.

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D. MATCH DAY AND VENUE REQUIREMENTS

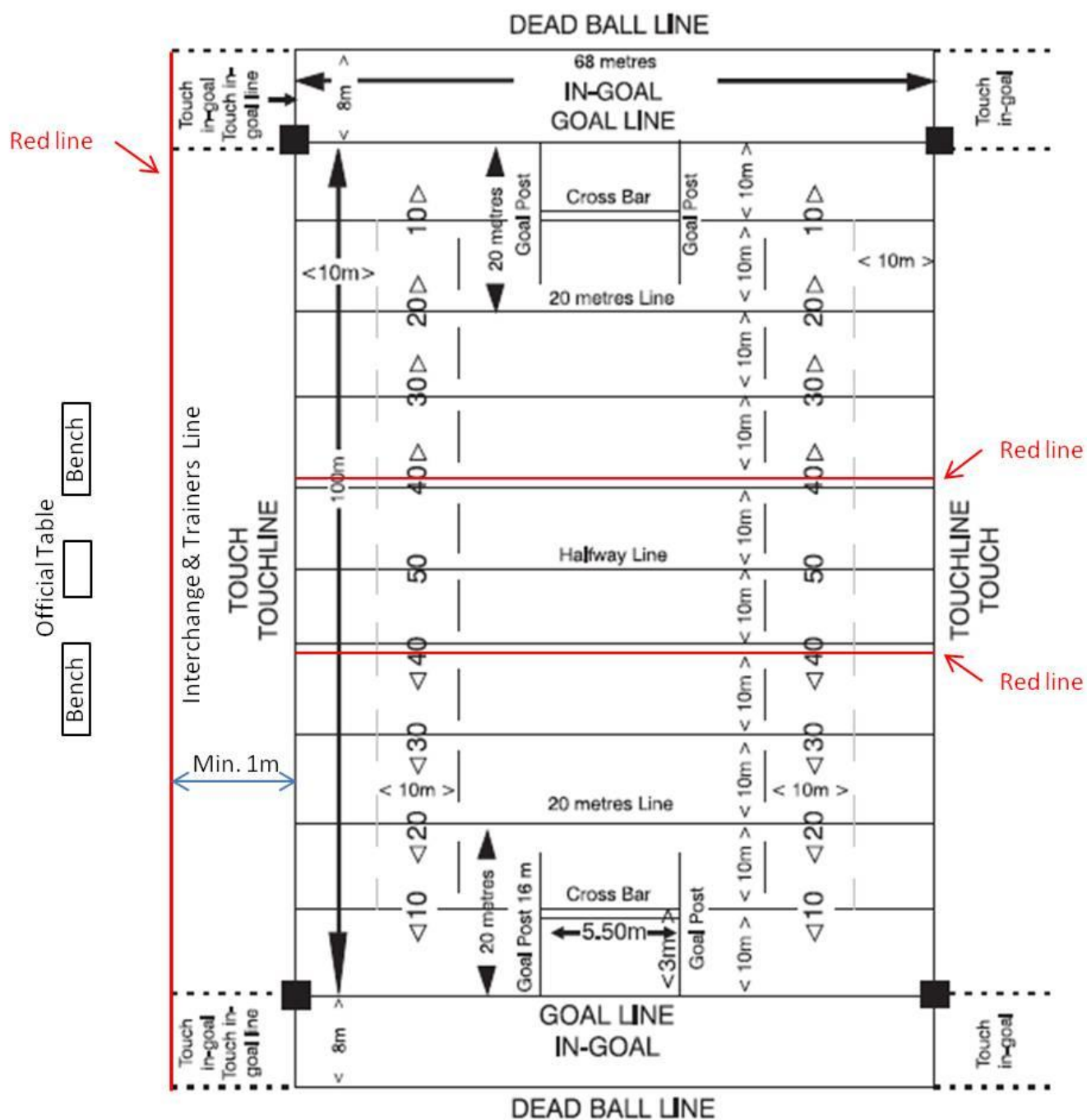
21. Duty of Care Officer and Duty of Care Checklist

- 21.1 Each Host Club/Venue will appoint a Duty of Care Officer (this can also be an official Ground Manager).
- 21.2 The Duty of Care Checklist (in format prescribed by NRL VIC) will be completed by the Duty of Care Officer (or Ground Manager) before the commencement of play at any NRL VIC sanctioned venue.
- 21.3 It is duty of Host Club/Venue to ensure that the Duty of Care checklist is forwarded to NRL VIC no later than 5.00pm four (4) business days after the scheduled match.

22. The Playing Area

- 22.1 The "Playing Area" is defined as the area enclosed by the fence, or other such line of demarcation, which prevents the encroachment of spectators. All spectators shall be located behind such fenced areas at all times.
- 22.2 Where no such boundary exists, all fields shall be fully roped off enclosing the playing area along each sideline and the dead ball lines. The ropes should be set back, where possible/practicable, (5) five metres from the touchline on both sides of the ground and dead ball lines at both ends of the ground.
- 22.3 All spectators are to be located behind fenced or roped off areas. **Under no circumstances are spectators allowed in the playing area.**
- 22.4 Ground Managers will be appointed by the Host Club/Venue for each playing field (if more than one playing field is operation then sufficient Ground Managers are to be appointed to ensure there is a minimum of one per playing field) and are responsible for enforcing and managing spectator behaviour (see 27).
- 22.5 A red line shall be marked one metre in touch from each touch line extending from the dead ball lines to define the referees' movement area. This one metre strip/area is to be left clear of any personnel/players at all times.
- 22.6 Fields must be lined, marked in white with red forty metre lines. The use of lime product marking material is strictly prohibited.

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23. Personnel Permitted Inside Playing Area & Playing Field

- 23.1 The match referee is authorised to dismiss any person not entitled to enter the Playing Area & Playing Field or any person who does not observe these rules or the direction of the referee.
- 23.2 Only the following personnel are permitted inside the Playing Area:
- Eligible and qualified players participating in the match (as per schedule in 10) verified by an opposition team manager on MySideline Manager.
 - Official Personnel from Clubs as defined in 23.3
 - Officially appointed match referee personnel.
 - Ground Manager
 - Relevant personnel for ball duties and tee duties (maximum two (2) per team). Each participating team are to provide one unless provided for by Host Club/Venue.
 - Photographers and/or media personnel **as approved by NRL VIC by prior arrangement in writing**. Note, such personnel during play are not permitted to be located near player benches and/or official table and must not engage in communication with any individuals unless instructed by Ground Manager and match referee personnel. These personnel must be registered on MySideline and meet all volunteer registration requirements as defined in 7.4.
- 23.3 Only the following Official Club Personnel from each of the competing teams for each game are permitted inside the Playing Area, all of whom **MUST** have appropriate and current accreditation for their role, be registered and assigned to the participating team on MySideline Manager, wearing the correct coloured shirt to identify their role (if applicable) as defined at 26.6 **and must wear the supplied NRL VIC lanyards at all times**:

ROLE	AMOUNT
Coaches	Maximum of two (2) per team permitted
Manager	Maximum of one (1) per team permitted
League First Aid/Sports Trainers	Maximum of two (2) per team permitted
LeagueSafe Trainer	Maximum of one (1) per team; except if a team does not have two (2) accredited League First Aid or Sports Trainers they are permitted two (2) LeagueSafe Trainers (i.e. one (1) League First Aid/Sports Trainer)
Match Table Official	Maximum of one (1) per team permitted

- 23.4 Note that Playing Field (and Field of Play) is not the same as Playing Area. The Playing Field is defined as the area bounded by the touchlines and dead ball lines. Only the following personnel are permitted in the Playing Field:
- Players who are not interchange players.
 - All On-Field Safety Personnel only when completing their duties (as per 26.6).
 - Officially appointed match referee personnel.
 - Ball and tee duty personnel.
 - Anyone allowed permission by the referee as granted under their authority.

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24. Official Table

- 24.1 Each participating team must supply one representative to carry out the duties of the Match Table Official. Only one representative from each club shall carry out the duties of the official table at any given time.
- 24.2 The duties of the Match Table Official are as follows:
- a. Ensure details of the Scheduled Match are accurately recorded and confirmed on MySideline Manager by both Match Table Officials who must work together to verify the result of any event such as scoring, interchange, send offs and Sin-Bins and other significant match events in MySideline Manager.
 - b. Ensure MySideline Manager has team and player details complete and players are verified by an opposition Match Table Official or Team Manager.
 - c. Be in attendance at official table fifteen minutes before scheduled game time with completed team lineups on MySideline Manager with players all verified by an opposition Match Table Official or Team Manager.
 - d. Sighting of opposition players against MySideline Manager's access to Digital Match Day Cards including any players late to sign on. **Players are not to wear head gear at time of sighting.**
 - e. Between both team's representatives to be solely responsible for accurately keeping match time. Note: the referee is authorised to commence time clock at scheduled start time and should this occur it is an offence of these regulations to reset or stop the clock (other than for permitted time off) by any other persons other than the referee.
 - f. Time and supervise Sin-Bins
 - g. Ensure that only authorised personnel are in the Playing Area and that only authorised personnel are on the Playing Field.
- 24.3 The Official Table will be equipped as per 32.

25. Interchange/Reserve Players & Official Club Personnel

- 25.1 Interchange/Reserve players for teams must remain seated on the interchange/reserves bench/seat at all times during the game, except when in the act of interchange (which must occur without interference of touch judge by remaining behind red line) or conducting a warm-up (which must be behind red line and not interfere with any other personnel).
- 25.2 Club Coaches and Managers must remain seated on the interchange/reserves bench/seat or if standing immediately beside or behind bench/seat (not in front).
- 25.3 All On-Field Safety Personnel when not carrying out their duties must remain seated on the interchange/reserves bench/seat or if standing immediately beside or behind bench/seat (not in front). When affecting their duties, they are not permitted to walk up and down the touch lines and must only move in the area behind the red line until entering the Playing Field to carry out duties.

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25.4 For Men's First Grade and Boys' Under 18 Competitions only, interchanges will operate as follows:

- a. Interchanges will be limited to 12 interchanges per team per match (except under 13.5.d. for Boys' Under 18 matches). In matches where official Extra Time is played and additional 2 interchanges will be permitted (which will be in addition to any unused interchanges in normal time).
- b. Clubs will be provided with a set of official interchange cards numbered 1-12. It is the responsibility of each club to have these cards available at all matches.
- c. To interchange a player, the player must report to the match official table and present interchange card to opposing team scorer (1st interchange will use card no. 1, and so on until last interchange player uses card no. 12). A maximum of two (2) players from each team can report to the match official table at any one time.
- d. All interchanges must be submitted to the Feed on the MySideline Manager at the time they occur.
- e. The interchanging players must comply with Laws of the Game regarding interchange.
- f. If player who is bleeding or injured is interchanged then this shall count for as part of the limited interchange. If a player is caused to leave the field due to injury as a result of Foul Play in which the offending player is dismissed from the field, then an interchange is permitted that shall not count within the interchange limit. If the fouled player later returns to the field, then this shall also not count within the interchange limit.

26. On-Field Policy (On-Field Safety Personnel)

26.1 No match shall commence under any circumstances until the required On-Field Safety Personnel are available. The minimum accreditation requirements for each age group are summarised below;

AGE	MINIMUM PERSONNEL REQUIRED*	MINIMUM ACCREDITATION REQUIRED
U6-U7	One (1) First Responder for up to four (4) matches being played on an International Field	League First Aid; or NRL Level 1 Sports Trainer; or NRL Level 2 Sports Trainer
U8-U9	One (1) x First Responder for up to three (3) matches being played on an International Field	
U10-U12	One (1) x First Responder per match	
U13-U15	One (1) x First Responder per team for each match	
U16 & ABOVE	One (1) x First Responder per team for each match	NRL Level 1 Sports Trainer; or NRL Level 2 Sports Trainer

*Definitions for each role can be found in the [NRL On-Field Policy](#).

26.2 All On-Field Safety Personnel must adhere to the requirements of these rules and direction of the match referee. Failure to do so will be considered misconduct and persons and clubs will face disciplinary action.

26.3 The match referee is authorised to dismiss any person who fails to adhere to these rules or the direction of the referee.

26.4 All On-Field Safety Personnel must not interfere with the duties of other personnel including the referee and touch judges and must leave the field once their assigned task has been completed.

- a. First Responders are only permitted to initiate communication with match referee and/or touch judge when advising of injury concern that may affect play and shall only be done in an appropriate manner. All other forms of communication by First Responders to match referee and/or touch judge will be considered misconduct and persons and/or clubs will face disciplinary action.
- b. Water Runners are not permitted to initiate communication with match referee and/or touch judge and will be considered misconduct and persons and/or clubs will face disciplinary action.

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26.5 All On-Field Safety Personnel must be accredited (minimum accreditation level as per 26.6), hold a valid Working with Children Check and be registered to MySideline as a Trainer. Entry to the Playing Area may be verified by the opposition team manager through reviewing registration on MySideline.

26.6 The specific roles and responsibilities are as follows for On-Field Safety Personnel:

SHIRT COLOUR	ACCREDITATION
Yellow	LeagueSafe Trainer
Green	League First Aid
Blue	Level 1 Sports Trainer
Orange	Level 2 Sports Trainer

At all times On-Field Safety Personnel must follow the requirements contained within the NRL On-Field Policy.

26.7 The use of two-way radio, "walkie-talkies" or other electronic communication devices on the Field of Play by On-Field Personnel shall not be permitted except in circumstances to contact emergency services.

27. Ground Manager

27.1 Each Host Club/Venue must assign a minimum of one (1) Ground Manager to each playing field in operation at their venue. If there is more than one playing field is operational then sufficient Ground Managers are to be appointed to ensure there is a minimum of one (1) per playing field. This is a MANDATORY position that must be filled by the Host Club/Venue and failure for a Host Club to provide appropriate person to complete this role may result in penalties being issued by NRL VIC on the Club.

27.2 A person is only permitted to be assigned as Ground Manager under the following conditions:

- a. They are of a minimum age of 18 Years; and
- b. Have completed the NRL Ground Manager Online Course; and
- c. Have a current and valid Working with Children Check and completed Child Safety Patrons of the Game Online Course; and
- d. Have a LeagueSafe, League First Aid and/or Sports Trainer accreditation; and
- e. Are registered as a volunteer on MySideline.

27.3 The Ground Manager must be visible and identifiable wearing the vest that has been provided and have appropriate NRL Match Day Digital Card available for review as required.

27.4 The Ground Manager must be aware of and fully understand the requirements of NRL VIC Rules and Regulations and any NRL VIC policies that are in effect on match day.

27.5 The Ground Manager is responsible for ensuring that the grounds and associated equipment are safe for use, that the Playing Area and Playing Field are set up appropriately for play, and that the Duty of Care Checklist is completed before play can commence on any field. They are to ensure only appropriate personnel are within playing area.

27.6 The Ground Manager has the authority to prevent play commencing or further play at any time if they are of the reasonable belief it is unsafe to do so.

27.7 The Ground Manager has specific powers under the NRL VIC Code of Conduct for managing behaviour of any person at the match venue and must reasonably use these powers accordingly.

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28. Team Sign On

- 28.1 **MySideline Manager shall be completed for ALL matches conducted under the auspices of or sanctioned by NRL VIC including gala day matches, trial matches and exhibition matches across all age groups including mini and mod matches.**
- 28.2 Team officials are required to submit the playing squad and team staff by no later than 12pm Friday of the day prior to the scheduled match. Failure to do so may result in a \$50 fine per team that is not submitted; this requirement exists for all teams Under 6 and above.
- 28.3 Team officials shall ensure that the confirmed names of all players who are to participate in the game are entered on MySideline Manager prior to the start of the game (see finals qualifications 18.2 f).
- 28.3 A maximum of only 20 players can be submitted per team, **except in Men's First Grade competition whereby only a maximum of 17 players can be submitted per team.** It is offence to list more players than permitted even if the players listed do not take to the field.
- 28.4 The match shall not commence (Note 28.5) until all players and team officials have been added to and team lineups have been submitted on MySideline Manager and have had their Digital Match Day Card verified by an opposition Match Table Official or Team Manager (Note 28.9). Teams are responsible for allowing enough time to organise for these duties to be completed, in addition to equipment inspection by the referees, in a manner that players are ready for kick off at the scheduled time.
- 28.5 Whilst the match may not commence until the completion of the task in 28.4, the match clock shall be started at scheduled start time regardless of these tasks being completed, which shall be enforced by the referee (note 24.2 e.).
- 28.6 A player who arrives late for a game that has already commenced shall be permitted to participate in the game at any time provided that:
- the player is added to the team lineup on MySideline Manager prior to the kick off of the second half.
 - the player has had their Digital Match Day Card verified under supervision of and player has been sighted by both Match Table Officials.
 - the player enters the Playing Field through the normal interchange process regardless of interchanging with another player.
- 28.7 **At the commencement of a match, any team fielding an unregistered or ineligible player or field a player without a Digital Match Day Card for sighting by the Match Table Officials shall be considered to have forfeited the game and pay a fee equivalent to the relevant fee in 15.1.c.**
- 28.8 If the minimum number of players on-field for a team have not had their Digital Match Day Card sighted after 15 minutes has expired on the game clock (see 28.5), the game shall be forfeited by that team.
- 28.9 Match results are required to be Finalised and Confirmed via MySideline Manager immediately following the completion of the Scheduled Match. For forfeited or cancelled matches verified team lists are to be received no later than 1 hour after scheduled match completion time, at which time the Scheduled Match will be finalised and confirmed as forfeited or cancelled on MySideline. Non-compliance shall mean match does not count for finals qualifications for players. Repeated non-compliance for a team following a warning may result in penalties including competition points and/or fines.
- 28.10 Finalised and Confirmed Match Results via MySideline Manager will be deemed as final with no further correspondence entered into.

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28.11 In the event that a Match result is Disputed via MySideline Manager, NRL VIC will investigate utilising any means available (whether that be video proof, officials testimony or otherwise) with an outcome determined as soon as practicable. No disputes in Development Age Groups (Under 6 to Under 12) will be investigated.

The final decision from NRL VIC will be determined following any investigation and no further correspondence will be entered into.

28.12 If an error has occurred in terms of score entry only and notification is submitted no later than 5pm on the next business day following the Scheduled Match to NRL VIC with detail, then a revision will be considered at the discretion of NRL VIC.

28.13 In the first instance a team fails to meet minimum requirements of team sign on and match day management on MySideline, which includes;

- a. team list being submitted in entirety
- b. correct numbers assigned to players
- c. minimum team staff as required by the NRL On-Field policy
- d. all scoring events are correctly entered, and time stamped
- e. all interchanges in competitions with limited interchanges are entered and time stamped
- f. all send offs and sin bins are entered and time stamped, and;
- g. in the instance of non-scoring competitions, the final lineups being submitted,

following consideration by NRL VIC that it was deemed not outside the club's control the club will receive a written warning.

On the second such instance or if the first instance was deemed blatant and/or a deliberate breach, the club may be penalised by NRLVIC, including, but not limited to, financial fines, removal of competition points and/or remove a team from a competition in the situation continual breaches occur.

29 Player Dismissal

29.1 Any player, who has been dismissed (sent off and not sent to the Sin-Bin) from the field, must report to the Official Table and have their name recorded within the Match Feed on MySideline Manager.

29.2 Following reporting to the Official Table, a dismissed player must leave the Playing Area and is not permitted to return to the Playing Area. They may have no further involvement in that game or any other game until the appropriate judicial process has been put into action.

29.3 It is the responsibility of Match Table Officials to accurately record all Player Dismissals. No mistakes will be considered in the event the wrong player is noted as having been Dismissed and if disputed by clubs will result in both players being handed the determined penalty. If a Player Dismissal is not included in the Match Feed as having been sent off, then the referee's determination on player number will be final.

30 Sin-Bin

30.1 The Sin-Bin is NOT to be used for Foul Play, this means it must NOT be used for the following:

- Kicking
- Tripping
- Striking
- High Tackle (contact with neck and/or head during tackle)
- Dropping Knees
- Dangerous throw

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For Foul Play, the Referee can only use power of dismissal if warranted. However, Sin-Bin can be used for repeated infringements.

- 30.2 ***The Sin-Bin time commences for the player when the referee re-starts play, either by blowing the whistle for a penalty or play recommencing.***

PLEASE NOTE: The player's time DOES NOT begin when the referee holds his hands up to signal the sin-bin or when the player reaches/touches the official table.

- 30.3 All players who are sent to the Sin-Bin must be recorded within the Match Feed on MySideline Manager.
- 30.4 Time for Half-time break does not count towards Sin-Bin time and time shall continue into the second half.
- 30.5 Sin-Bin time shall continue even if Time Off has been blown by the Referee.
- 30.6 The player must sit in a designated Sin-Bin area, which shall be located near the official table and away from both team benches, and not be permitted to leave their seat until their Sin-Bin time is completed (except for half time break, if applicable).

31. Uniform

- 31.1 A Club on-field uniform must comply with and be approved under the NRL VIC Club On-Field Uniform Design and Colour Policy. **NOTE IN PARTICULAR** clubs are to comply with requirements of using licensed suppliers for On Field Uniform as per this policy.
- 31.2 Full-length compression garments (top and bottom) as defined as past the elbow and knee, and/or non-traditional uniform items can be worn upon receiving written approval from NRL VIC. This can be on medical or religious grounds as long as they meet the requirements of 31.2.
- 31.3 Player's uniforms and equipment shall be in accordance with Section 4 of the International Laws:
- Each team's players shall be uniform (i.e. all players wearing the same design and colour jersey, shorts and socks). Long sleeve jerseys are permitted.
 - Each player jersey shall be easily identifiable with individual numbers.
 - No item of clothing or equipment is permitted which may be considered dangerous, such as loose-fitting items. Shorts with pockets shall NOT be permitted under any circumstances, and pockets cannot be taped or sewn, or shorts turned inside out.
- 31.3 Referees will be required to advise teams and advise NRL VIC via the prescribed method if a club has not complied with ensuring a team has uniform jerseys, shorts and socks. Clubs will be issued with a formal warning for each breach by a team and will receive a second and final warning for any subsequent breach by a team. Following a final warning, further breaches will be considered misconduct by the Club (not players) and may be subject to appropriate sanctioning.
- 31.4 For League Tag competitions the following uniform conditions apply:
- Shorts
- Skin tight shorts are not permitted. Skins may be worn under the shorts but must not have the Velcro tab attached. Belts are not permitted. **Jerseys must be tucked into shorts** to ensure that the tags are not obstructed. Velcro tabs attached to shorts and tags shall be a maximum of 5cm x 5cm (if there are discrepancy with Laws of League Tag then the Laws shall prevail).

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Tags

- a. Each team will have a set of NRL sanctioned tags of distinctive colour. Tag length shall be maximum of 36cm x 8cm. No part of the tags or Velcro may be altered.
- b. Teams must have 2 sets of colours with them at each match to avoid colour clashes. The first listed team on the NRL VIC match schedule will have the right to elect the colour they will wear.

32. Equipment

ITEM	RESPONSIBILITY
Mobile Device with access to MySideline Manager	Each Match Table Official and Team Manager must have access to their team on MySideline Manager; this is the club administrator's responsibility to provide this prior to the Scheduled Match
3 x NRL VIC branded Steeden Footballs	• Host Club; if Host Club is not playing then first listed team on the NRL VIC Fixture • Finals and Gala days this shall be the Host Club/Venue
Duty of Care Book – completed & kept at Official Table	Host Club/Venue
Goal Post Pads	Host Club/Venue
Seating for interchange / reserve players - sufficient for numbers defined in Rule 11.	Host Club/Venue
Official Table - Table - 2 x Chairs - Time Clock - Bell/Horn/Hooter	Host Club/Venue
2 x Sin-Bin chairs - next to Official table	Host Club/Venue
Kicking Tee	Each Team
First Aid Signage	Host Club/Venue
Ice – to be available to all participating teams either accessed on field or in club rooms (host club must inform visiting clubs of location upon arrival or in the lead up)	Host Club/Venue
Dressing Room Allocation Signage	Host Club/Venue

33. First Aid

- 33.1 It is **COMPULSORY** for a First Responder with a minimum accredited training requirement (dependent on age group) as defined at 26.1 and the NRL On-Field Policy from each team and equipped with an appropriate First Aid Kit to be in attendance at all games.
- 33.2 Signage to be displayed in Change rooms must contain:
 - Ambulance Number - 000.
 - Nearest Hospital Name, phone number and street address.
 - Nearest Doctors Surgery and/or Priority Care Clinic, phone number and street address.
 - The Host Clubs address and contact numbers (for ambulance attendance).
 - [What3words address](#)
- 33.3 If an ambulance is required the Ground Manager or nominee is to be located at ground entry to direct ambulance officials.

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34. Dressing Rooms

- 34.1 Teams will be allocated dressing rooms on the day by the Host Club/Venue with signage indicating timing allocation located next to dressing room entry (note 34.4).
- 34.2 The Referees will be allocated a dressing room on the day by the Host Club/Venue.
- 34.3 It is the individual player's responsibility to ensure that any valuables are not left in the dressing rooms. Any loss incurred is the individual's responsibility.
- 34.4 Teams in subsequent matches will be allowed into dressing rooms at the completion of the half-time interval of match scheduled immediately prior at the discretion of the host venue Ground Managers.
- 34.5 **Each team will be responsible for leaving their room tidy and damage free; failure to do so could result in clubs being invoiced for cleaning/damages by the host club if sufficient evidence is provided.**

35. Video Recording of Matches

- 35.1 All Senior matches will be recorded by video, which will be delivered by a supplier determined by NRL Victoria.
- 35.2 It is the responsibility of the Host Club/Venue to ensure that appropriate infrastructure and arrangements are made to allow recording of Senior matches by video.
- 35.3 It is strongly recommended for all junior competition matches to be recorded by video.

36. Game Day Compliance

- 36.1 Repeated non-compliance in relation to Venue and Match Day Requirements may result in Host Club/Venue being prohibited or limited from future hosting opportunities for a period of time determined appropriate by NRL Victoria.

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E. POLICIES

37. NRL VIC Policies

37.1 All participants in NRL VIC competitions and activities are bound by the Policies, Rules and Regulations of NRL VIC. This includes, but not limited to, the following which may be amended, updated, or added to at any time:

- a. NRL VIC Code of Conduct
- b. NRL VIC Judiciary Procedures and Penalties
- c. NRL VIC Tough Love Policy
- d. NRL VIC Scope of Sanctions and Suspensions Policy
- e. NRL VIC Sanctions and Suspensions in Other Sports Policy
- f. NRL VIC Representative Player Policy
- g. NRL VIC Age Groups
- h. NRL VIC Age Dispensation Policy
- i. NRL VIC Parent / Guardian Consent Form
- j. NRL VIC Club On Field Uniform Design and Colour Policy
- k. NRL VIC Child Safety Policy
- l. NRL VIC Insurance Refund Policy and Process
- m. Victorian Government Fair Play Code

All policies can be found at www.nrlvic.com.au

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38. Rugby League Policies and Guidelines

38.1 All participants in NRL VIC competitions and activities are bound by Policies, Rules and Regulations as set out by the Rugby League Authorities to which NRL VIC is affiliated to and to applicable Government requirements. This includes, but not limited to, the following which may be amended, updated, or added to at any time:

- a. [NRL National Code of Conduct](#)
- b. [NRL National Safe Play Code](#)
- c. [NRL Member Protection Policy](#)
- d. [NRL On-Field Policy](#)
- e. [NRL Return to Play Policy](#)
- f. [NRL Infectious Disease Policy](#)
- g. [NRL Sun Protection Policy](#)
- h. [NRL Mixed Gender Policy](#)
- i. [NRL Privacy Policy](#)
- j. [NRL Travel and Tour Policy](#)
- k. [NRL National Clearance & Permits Policy](#)
- l. [NRL National Registration Policy](#)
- m. [NRL Leagues Anti-Doping Policy](#)
- n. [NRL Unmanned Aerial Drone Policy](#)
- o. [NRL Sports Glasses/Goggles Policy](#)
- p. [NRL Mouthguard Policy](#)
- q. [NRL Neck Injury & Cervical Collar Policy](#)
- r. [NRL Management of Concussion in Rugby League Guidelines](#)
- s. [NRL Pregnancy Policy](#)
- t. [NRL Heat Guidelines](#)
- u. [NRL Electrical Storm Safety Guidelines](#)
- v. [NRL National Coach Accreditation Policy](#)

All policies can be found at www.playrugbyleague.com/policies/

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F. Appendix

39. Appendix 1 – 2025 Age Groups

AGE GROUP	BORN BETWEEN
Under 6 *	01/01/2019 – 31/12/2020 *
Under 7	01/01/2018 – 31/12/2018
Under 8	01/01/2017 – 31/12/2017
Under 9	01/01/2016 – 31/12/2016
Under 10	01/01/2015 – 31/12/2015
Under 11	01/01/2014 – 31/12/2014
Under 12	01/01/2013 – 31/12/2013
Under 13	01/01/2012 – 31/12/2012
Under 14	01/01/2011 – 31/12/2011
Under 15	01/01/2010 – 31/12/2010
Under 16	01/01/2009 – 31/12/2009
Under 17	01/01/2008 – 31/12/2008
Under 18	01/01/2007 – 31/12/2007
Under 20	01/01/2005 - 31/12/2007
Seniors	01/01/2007 - Open
League Tag Juniors (12 - 16)	31/12/2009 - 01/01/2013
League Tag Seniors (17+)	01/01/2008 – Open

Please note, there may not be a competition for every age group listed in 2025.

- * Players born after 31/12/2020 are permitted to play in the Under 6 Age Group ONLY once they have passed their 4th birthday (e.g. if a player's date of birth is 26 July 2021, they turn 4 years of age on 26 July 2025 and cannot play prior to that date).

Please note, as per 7.10 (abstract): Any player who has not turned 18 years of age must provide written consent from parent/guardian on prescribed NRL VIC Parental Guardian Consent form to participate in any senior competition and can only participate once written approval is provided by NRL VIC.

The Age Group that corresponds with birth date is the **Nominal Age Group** of that player.