



SNR COMPETITION BY-LAWS 2026

ILLAWARRA RUGBY LEAGUE COMPETITIONS INFORMATION

This document outlines the rules and by-laws for all Senior Competitions under the control of the Illawarra Rugby League (IRL).

The IRL Board decides which clubs and teams are eligible to participate.

These by-laws are to be used alongside the NSWRL Policies & Procedures document.

👉 [NSWRL Policies & Procedures](#)

Important:

All communication about IRL competitions must go through your club's executive (usually the Secretary). They will forward it to the Illawarra Rugby League Administrators.

Forms:

If a form is mentioned in this handbook, it must be used to complete the related process.

The IRL will not process any request unless the correct form is submitted.

CONTENTS

ADMINISTRATION	4
1. Changes to By-Laws	4
2. Constituent Clubs	4
3. Competition Committee	5
4. Review Committee	5
MATCH / GAME DETAILS.....	6
5. Competition Points.....	6
6. Facilities	6
7. Match Durations.....	6
8. Accreditation Requirements.....	7
9. Appeals and Protests (Competition Related)	7
10. Code of Conduct and Judiciary Procedures	8
11. Draws and Times.....	9
12. Fines	10
13. Forfeits	10
14. Grading / Re-Grading (Ladies League Tag / U18's).....	11
15. Player Movement	11
16. Registrations.....	12
17. Team Nominations	13
GAME DAY RULES	13
18. Cancellation / Postponement / Abandonment of Matches	13
Emergency Circumstances	13
Ground Changes / Deferred Games	14
19. Dismissed Players	15
Temporarily Dismissed Players (Sin Binned).....	15
Permanently Dismissed Players (Sent Off)	15
20. First Aid / Sports Trainers.....	16
21. Ground Managers / Match Operations Official (MOO).....	16
22. Head Injury and Concussion Management	17
23. Interchange.....	17
24. On Field Playing Apparel (Uniforms).....	18
25. Player / Team Staff Identification	18

26	Sideline Area / Bench Locations	18
27	Teamsheets / Results Sheets.....	19
28	Time Off and Scheduled Time Delays	20
29	Time Keeping.....	20
30	Washout Policy	21
31	Team Liaison Officer (TLO).....	21
32	Player Admission / Passes.....	21
	FINALS SERIES	22
33.	Finals Series Structure.....	22
34.	Drawn Matches and Extra Time (Finals)	22
35.	Loss of Time and Time Off (Finals)	23
36.	Finals Eligibility.....	23
	Open Age	24
	Major Competitions Players.....	24
	All Competitions Conditions.....	24
37.	Lighting.....	25
	SITUATIONS NOT COVERED	25
38.	Determinations	25

ADMINISTRATION

1. Changes to By-Laws

- 1.1. A notice of motion to change a by-law must be passed by a three-fifths (3\5) majority of members present at the Competition Committee. There shall be 21-days' notice given to the Illawarra Rugby League Office in respect of any proposed change to a By-Law.

The IRL Head of Football will circulate a notice of motion to change a By-law to all voting bodies at least 14 days prior to the next Competition Committee meeting.

2. Constituent Clubs

- 2.1. The Illawarra Rugby League Inc (Open Aged Competitions) shall be composed of clubs whose names appear in Appendix 1 of these By-laws.

For a club/organisation to be listed in Appendix 1, it must satisfy the qualification admission criteria as set out in the Illawarra Rugby League Constitution (Rule 10).

- 2.2. All clubs must hold their Annual General Meeting before the Illawarra Rugby League Annual General Meeting. In order for clubs to be eligible to vote at the AGM, clubs must, prior to the IRL AGM;
- Provide the IRL with the minutes of the Club's AGM for the current year.
 - Pay the prescribed affiliation fee of (fifty dollars) \$50.
 - Submit an audited financial statement.
 - Submit a full list of their Club Executives with contact information (mobile & email).
 - Submit a list of their team nominations for the upcoming season.

All affiliated clubs will be required to purchase a table of 10 at the Paul McGregor Medal Presentation Night. The per head price will be at the discretion of the IRL / Steelers Club.

- 2.3. Any club that does not, without providing an official apology, attend a Competition or Special Meeting of the League may be fined fifty dollars (\$50) for every non-attendance.
- 2.4. A club may replace its delegate on the Competition Committee at any time. Any change must be formally notified to the IRL Head of Football.
- 2.5. An alternate delegate from a Constituent Club has the **same rights and responsibilities** as a regular member of the Competition Committee when;
- acting in place of an **absent member**, or
 - replacing someone who has **stepped down** from the Committee.
- 2.6. Each Constituent Club is responsible for ensuring that **all players are registered and cleared** before participating in:

- Any match or competition
- Training or trial games

Registrations must comply with the **NRL National Clearance and Permits Policy** and the **NSWRL Policies & Procedures**.

Failure to comply may result in one or more of the following penalties:

- Loss of competition points for any match in which the unregistered player participated. *Points will be awarded to the non-offending team.*
- Suspension of the player for up to **one calendar year**.
- A fine of up to **\$500** per unregistered player, as determined by the **Board of Management**.

3. Competition Committee (Clubs Meeting)

3.1. Competition Committee meetings will be held in accordance with the constitution of the IRL.

3.2. The IRL Head of Football, is empowered to make operational decisions of urgency where such decisions are required prior to a regular Competition Committee meeting.

4. Review Committee

4.1. The Review Committee shall consist of an independent body as ratified by the IRL Directors (June 2025) to deal with Illawarra Rugby League / League Tag matters such as follows:

- **Code of Conduct issues**
- **Transfers / Clearances**
- **PPIS appeals**
- **Quarantine Lists**
- **Protests from Clubs**
- **Re-Grading Process**
- **Other issues that the Illawarra Rugby League Administration requests an independent view.**

This Review Panel may comprise of ex-players, ex-referees, IRL Life Members and other people as deemed appropriate by the IRL Board.

The Review Committee shall meet when required on Tuesday to discuss each case and decide an independent outcome.

MATCH / GAME DETAILS

5. Competition Points

5.1. Competition points are awarded as follows:

- a. Win = 2 points (also for a Team receiving a forfeit)
- b. Draw = 1 points
- c. Loss = 0 points
- d. Bye = 0 points
- e. Forfeit = 0 points (for the Team forfeiting)
- f. Washout = 0 points (including BYES and forfeits in washouts).

6. Facilities

6.1. The IRL Competitions Committee, in collaboration with the stakeholders, reserves the right to deem a venue unfit to play and either move or postpone the match.

Where rain has fallen and the grounds have remained open, a self-assessment form is to be completed by the club to decide if the game/s are to continue to be played. Click [here](#) to access the form **Wet Weather Sportsground Assessment**

If a game is deemed too wet to play, it is the club's responsibility to inform the following people in order.

- **Opposing Team**
- **Referees**
- **Illawarra Rugby League (Competitions or Football Operations Support)**

6.2. Some local Community Rugby League venues have environments which may alter the rules of the game or bench / sin bin areas (i.e. kicking for touch for penalties).

These will be explained at each venue and are to be determined by the Ground Manager, Match Officials and NSWRL League and Football Operations Support Officer (approval required by stakeholders' group prior to commencement of season).

7. Match Durations

7.1. Match durations for games are as follows:

Age Group	Duration
Open Age (Cup)	2x 40-minute halves
Open Age (Plate & Shield)	2x 35-minute halves
Under 18s (Male)	2x 35-minute halves
Open Ladies Tackle (Female)	2x 35 (Gold) or 30 (Silver) minute halves
Open Ladies League Tag (Female)	2x 25-minute halves

Half-time in all IRL competitions is 10 minutes whistle to whistle maximum.

8. Accreditation Requirements

- 8.1 All Coaches (including assistant) must hold a current and appropriate Coach Accreditation.
- 8.2 Sports Trainers must hold an appropriate accreditation for the age of the participants. They should ensure that they have met the minimum standard as outlined in the NRL On-Field Policy.
- 8.3 The NRL On-Field Policy must be followed at all times, and minimum accreditation requirements **MUST** be met by all Teams before any game can commence.
- 8.4 At all times, all Team Staff **MUST** comply with the direction of the Ground Manager/s and Match Officials.
- 8.5 At all times, all Team Staff **MUST** abide by the requirements of the NRL National Code of Conduct.
- 8.6 Only registered and appropriately accredited Team Staff are permitted to be inside the playing area.

No injured players from any participating team, or unregistered non-participants, are allowed to be inside the playing enclosure and/or to sit at team benches.

9. Appeals and Protests (Competition Related)

- 9.1 In relation to Illawarra Rugby League Competition rules, “Protests” can be lodged when a Club believes the rules and / or procedures have not been adhered to / breached (Clubs only can lodge appeals, not individuals).
- 9.2 If a protest relates to a match result, all Protests **MUST** be in writing via the **Club Protest Form** and be lodged via the required form by 12:00PM on the Monday following the match or within 24 hours if game is played midweek.

Evidence of the alleged breach is to be provided by the club initiating the protest. This includes which rules of this by-law or NSW P&P the other club has breached. Failure to provide this information may result in the protest being declined. (NSW P&P 1.10)

- 9.3 In all finals series matches, a Protest will only be accepted if “intention to protest” is marked on the Official Match Sheet within 15 minutes of the completion of the match in question. The name of the Team Official, and Club protesting must be included. Clubs will then need to outline the terms of the Protest.

- 9.4 If a Club wishes to lodge an Appeal following the outcome of a Protest, a \$100.00 fee applies (payable to IRL). If the Appeal is upheld, the \$100.00 fee will be refunded to the Club lodging the Appeal.
- 9.5 The protest will be reviewed by the Review Committee with an outcome delivered to the club by 5:00PM on the Wednesday after a determination has been made.

10. Code of Conduct and Judiciary Procedures

- 10.1 Clubs are responsible for the conduct of their **players, parents or carers of players, Coaches, Officials and Club supporters**.
- 10.2 All Judiciary, Code of Conduct, and Appeal procedures are to be in line with NSWRL Community Rugby League Policies and Procedures Manual and NRL Code of Conduct.
- 10.3 All Illawarra Rugby League Competitions Code of Conduct incidents/allegations' will be reviewed by the IRL Review Committee. At this point a breach notice may be issued to people / clubs via the club secretary. All judiciary incidents will be reviewed under the NSWRL match review process.
- 10.4 The NSWRL **"Tough Love in League"** Policy will be implemented across all competitions (including Open Age).
- 10.5 Breaches of the Rugby League Code of Conduct and "Tough Love in League" Policy may result in penalties, including but not limited to:
- ***Suspension of a match.***
 - ***Termination of a match (including potential forfeiture of competition points).***
 - ***Monetary fines.***
 - ***Suspension of a participant on a temporary or permanent basis.***
 - ***Suspension of a Club, League or Association on a temporary or permanent basis.***
- 10.6 The above penalties may be in addition to any penalty which may be imposed by a Judiciary Panel.
- 10.7 Venue, day and times for potential Code of Conduct and Judiciary hearings are as per the following:

Code of Conduct and Hearing

In General, the following time frame shall occur. All hearings will take place from approx. 6:00pm on Thursday nights.

These nights and times are subject to change based on the availability of the chairperson and panel members. The times may vary when further information is required.

Time	Day	Item
12pm	Tuesday	Protest deadline from clubs
	Tuesday	Review committee meets
5pm	Wednesday	Breach notice sent out deadline
1pm	Friday	Response Deadline
5pm	Wednesday	Hearing notice sent out deadline
6pm	Thursday	Hearing

Judiciary Offence Points Index

The IRL follows the NSWRL Judiciary Offences Schedule. This can be found in the NSWRL P & P.

Code of Conduct Points Index

The IRL follows the NSWRL Code of Conduct Penalty Schedule. This can be found in the NSWRL P & P.

11 Draws and Times

- 11.1 An annual season draw, outlining dates of regular season and finals series rounds, will be distributed to all participating Leagues prior to the commencement of the season.
- 11.2 Draws will be created by the IRL, Football Support Officers and external personnel in collaboration with the clubs. Where possible games which feature clubs who are being represented in all grades, the IRL will try to schedule all grades together at the same venue. At times this will not be possible due to the team numbers in different grades.
- 11.3 Clubs will be allowed to request changes to the draw via **Draw Request – Revision Form** when the draw is being developed before the season. A deadline will be set for clubs to complete this request. No requests past this deadline will be accepted.
- 11.4 IRL views a “Home game” as a match played in a Team’s Home Club / Venue of their choosing.
- 11.5 The following times for kick-offs will be followed to assist clubs with volunteers who have multiple sides in different grades.

The times are not to be moved unless agreed by both clubs, Referees association and a **Game Change Request form** has been submitted Five (5) days prior to the fixture.

3:00pm (finish 4:30pm) – IRL Cup (First Grade)

1:30pm (finish 2:50pm) – IRL Plate (Reserve Grade)

12:00pm (finish 1:20pm) – IRL Under 18’s

Time T.B.C – IRL Shield (Third Grade)**12 Fines**

- 12.1 The IRL is the only entity permitted to issue fines for Rules and By-law's breaches for Clubs / Teams playing in Illawarra Rugby League Competitions.
- 12.2 See NSWRL Community Rugby League Policies and Procedures Manual in relation to fines schedule (Policy 1.5 Fines and Fees).

13 Forfeits

- 13.1 Forfeits must be notified to the IRL Football Support Officer in writing by no later than 12:00pm of the Friday before the match or at least 24 hours prior for a Friday night or midweek match. This is to be done by the **Forfeit Game Notification Form**.
- 13.2 Any forfeit after this point in time can incur a **\$400** fine payable to the Illawarra Rugby League before the end of the regular season. Non-payment of this fine/s could see an increase in the fine amount.
- 13.3 Any Team who submits a Forfeit for the second time in the season will lose two (2) Competition points and incur a \$600 fine. Any forfeit after this point will lose two (2) competition points and a \$800 fine.
- 13.4 Any Team that forfeits three (3) times throughout the regular season will need to show cause to the IRL Review Committee as to why they should not be disqualified from the competition.
- 13.5 Any Team that receives a forfeit will have **twenty-nine (29) points** added to their "points for" and zero (0) "points against".
- 13.6 Any Team that forfeits in any of the final three (3) rounds of the season and are **final series contenders** will need to show cause to the IRL as to why they should not be disqualified from the final series that season. The Review Committee shall decide on such incidents.
- 13.7 Any Team that forfeits / withdraws in the final three (3) rounds of the season and are **not** finals series contenders will need to show cause to the IRL Review Committee as to why they should not incur a \$500 (additional to the \$400 forfeit fine in 13.2) fine payable to Illawarra Rugby League, regardless of the time of notification specified in Section 13.1.
- 13.8 For eligibility purposes, a list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the District Administrator by the Club RECEIVING the forfeit before 12pm of the Friday following the

forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes.

- 13.9 See NSWRL Community Rugby League Policies and Procedures Manual for conditions around forfeits (NSWRL P&P 3.8 Forfeits) and minimum player numbers (NSWRL P&P 4.24 Number of Players on the Field).

14 Grading / Re-Grading (Ladies League Tag / U18's)

- 14.1 Grading of age groups will be determined by the IRL Review Committee. This will be done once Five (5) games have been completed.
- 14.2 Teams in U18's Southern Corridor Competition will follow the regrading rule via the Southern Corridor by-laws. This is controlled by the NSWRL Southern Corridor Competition Committee.
- 14.3 Previous season results and player movement will be taken into consideration.
- 14.4 Clubs will have the ability to nominate a division. However, this will only be a recommendation and cannot be guaranteed.
- 14.5 The Illawarra Rugby League, in collaboration with the BOM Junior delegate/s, IRL Review Committee, will have the ability to move Teams from their current division up to a date confirmed prior to the commencement of each season.
- 14.6 Once the regrade has been completed no further requests or appeals will be considered. Any forfeits after this point will follow the forfeit rule and could result in fines.
- 14.7 If a Team is promoted to a higher division, they will be placed in 4th position on the competition ladder with equal points and equal for and against as the current 4th placed Team.
- 14.8 If there are multiple Teams in 4th position an average for and against points will be calculated.
- 14.9 If a Team is relegated to a lower division, their points will carry across along with for and against points.

15 Player Movement

- 15.1 Players may **MOVE UP** in grades throughout the competition season (subject to specific conditions below), however during finals series, qualifications and eligibility will apply:
- 15.2 There will be free movement of players between the Illawarra Cup, Plate, Shield and U18s within the same club during the regular season.

This is subject to any player criteria applied to competitions set down by the Competition Committee (Quarantine List).

This will also apply to Shield clubs affiliated with Illawarra League grade clubs and subject to the player criteria of the Shield competition.

Once a player reaches 10 games in a grade above, they are no longer qualified for the lower grade.

For example: a player who plays 10 games in Plate is NOT permitted to play Shield.

- 15.3 Players moving between grades only count towards registration numbers of their primary Team, not the secondary Team.
- 15.4 Players who participate in any higher level NSWRL Major Competitions (Ron Massey Cup, Jersey Flegg and Harvey Norman's Women's Premiership) or Junior Representative Competitions (Harold Matthews, SG Ball and Tarsha Gale), will **NOT** be permitted to return and play in any Illawarra Rugby League Competitions on that same weekend.
 - 15.4.1 Should a Team involved in the Final Series of either Harold Matthews, SG Ball or Tarsha Gale Competitions be deemed after their game to be eliminated from that competition then this would be the only exception to this rule and would be permitted to play on the same weekend pending District approval and completion of relevant registration / clearances.
- 15.5 Administrators will "lock" squads in My Sideline at the completion of Round 3. Clubs will need to contact Administrators to add any new players.
- 15.6 Player Transfer, Playing Up, Player Permit requests will only be actioned from Monday until 12pm on each Friday during the season.

Any transfers completed after this time will not be actioned until the following Monday.

16 Registrations

- 16.1 All players and Team staff must register via MySideline with their participating Club (this is the responsibility of the Club).
- 16.2 A player cannot participate in any competition until a clearance or permit, if applicable, has been fully approved via MySideline data base or new registration approved (this is the responsibility of the Club).

If a player has not been cleared by a club it will be referred to the review panel for a decision as per the NRL National Clearance & Permit Policy. [Click Here for Link](#)

- 16.3 In Open Age Teams (Male and Female) registration numbers per Team are unlimited.
- 16.4 PPIS / QUARANTINE REVIEW: Clubs will be required to submit a Team List for each nominated Team four (4) weeks prior to the commencement of the regular season for PPIS review and adjudication. This includes Shield quarantine list / player criteria. New players – Clubs are to allocate PPIS points and forward to the Illawarra Rugby League for action.
- 16.5 MySideline Team squads will be updated by League Administrators and will be locked at a League Administration level after three competition rounds.

17 Team Nominations

- 17.1 Teams must nominate under a singular Club entity. That is, separate Teams cannot merge and play as a non-existent entity, other than by agreement with the IRL.
- 17.2 The Illawarra Rugby League, in collaboration with the stakeholders' group, reserves the right to add Teams up until the completion of round three (3). Under exceptional circumstances, application for a Team nomination after Round three (3) may be submitted to the IRL Review Committee for consideration.
- 17.3 Clubs must submit Team nominations to the Illawarra Rugby League using the correct nomination form by the AGM.
- 17.4 Minimum number of registered players required for a Team to be nominated is the following:
- Open Age / U18's (Male) – thirteen (13)
 - Open Ladies Tackle (Female) – thirteen (13)
 - Open Ladies League Tag (Female) – nine (9)
- 17.5 Should a Club remove a Team from an Open Age Competition, the Team removed **MUST** be from the lower Division from which they are competing in. For Example, if a Club has Cup (First Grade) and Plate (Reserve Grade) Open Age Teams, the Plate (Reserve Grade) Team must be removed from the Competition.

GAME DAY RULES

18 Cancellation / Postponement / Abandonment of Matches

Emergency Circumstances

- 18.1 Emergency circumstances may include:

- Any circumstances deemed to be an emergency by the IRL Review Committee, in collaboration with the stakeholders, or stipulated in the NSWRL Community Rugby League Policies and Procedures Manual.
- 18.2 If any such occurrence arises, the procedure shall be as follows:
- *In collaboration with the stakeholders, Match Official and Ground Manager, the Illawarra Rugby League shall make the final determination if the match will continue.*
 - *If a match is to be delayed due to severe weather conditions, the Ground Manager, in conjunction with the Match Official, will decide on the length of delay or cancellation. The outcome will be communicated to both coaches.*
 - *See NSWRL Community Rugby League Policies and Procedures Manual (Policy 3.1 Abandoned Matches Due to Injury, Inclement Weather or Foul Play) for more information.*

Ground Changes / Deferred Games

- 18.3 If a change to the original scheduled venue is required by a club, it must be communicated by using the required form **Game Change / Reschedule Request Form**.

This form to be completed five (5) days prior to the game fixture which is to be changed.

This form will follow a process for approval from the Referees, Opposition clubs and the Illawarra Rugby League. At any of these points the change of game requests can be denied.

- 18.4 Any mass changes due to unforeseeable ground unavailability are required to be finalised and communicated by 3pm on the Friday prior to the match (note: a small number of games may be moved in certain late notice circumstances due to unforeseeable reasons).
- 18.5 No venue changes will be accepted past this point in time.
- 18.6 Abandoned matches where a full half has been deemed to be not completed due to inclement weather or serious injury will be replayed.

These matches will be scheduled at the next available 'Off Weekend' or the two clubs can agree on a 'Mid-Week' fixture within 14 days of the abandoned fixture date.

If clubs fail to agree in the fourteen (14) day timeline, the Illawarra Rugby League will choose the date of the game to be played.

- 18.7 It is the HOME Club's responsibility to ensure that the Illawarra Rugby League is notified of any abandoned matches that have occurred at the venue before 12pm on the Monday following the match.
- 18.8 If a match was abandoned, it must also be clearly written / added on BOTH Team sheets with the reason for abandonment (i.e., foul play, injury, electrical storm).

19 Dismissed Players

Temporarily Dismissed Players (Sin Binned)

- 19.1 A player who is temporarily suspended (sin-binned) must immediately retire from the playing field to an area designated by the Ground Manager until the period of temporary suspension has expired.

It is the Home club's responsibility to ensure safe passage to and from the designated area for the player.

- 19.2 Time of suspension begins only when the referee restarts play or indicates time on (time is to be in accordance with actual playing time).
- 19.3 If more than one player is temporarily suspended (Sin-Binned) for the same incident, the period of temporary suspension commences at the same time and players will return to the field together.
- 19.4 When the temporary suspension expires, players must enter the field of play from an onside position under the direction of the Ground Manager.
- 19.5 Temporary suspension does not include time off and half time. The period of temporary suspension is the actual time that the ball is in play, including any match time continuing beyond normal time until the Referee signals half-time or full-time (in the case of extra time in finals).
- 19.6 Periods of temporary suspensions (sin-bin) will be 10 minutes across all competitions.

Permanently Dismissed Players (Sent Off)

- 19.7 A player who is permanently dismissed (sent off) must immediately retire to the Team's dressing room, or an area outside of the playing area designated by the Ground Manager until they have changed out of their playing uniform.

After changing, the player must not re-enter the playing area, under any circumstances and will be deemed as a spectator.

- 19.8 Ground Managers must ensure that any permanently dismissed players are made aware that a formal Notice of Charge will be issued the Tuesday following the match under the

NSWRL Community Rugby League Policies and Procedures Manual (Policy 7.1 Judiciary Code of Procedure).

20 First Aid / Sports Trainers

- 20.1 All sports trainers must be registered for the current season via playrugbyleague.com and be fully accredited for their respective role.
- 20.2 NRL On Field Policy must be adhered to with respect to trainers.
- 20.3 They must have minimum “League Safe” accreditation to enter the field of play.
- 20.4 Each Team must ensure that they have meet the minimum Sports Trainer requirements as per the [NRL On Field Policy](#) for Community Rugby League.
- 20.5 For any reason if a Team does **NOT** meet the minimum requirements as per the NRL On Field Policy then the match **MUST NOT** commence.
- 20.6 Coaches and players on the team sheet cannot act as a trainer in any match.
- 20.7 Trainers must comply with any direction or instruction from the Match Officials or Ground Manager.
- 20.8 Trainers must not make argumentative, disparaging, derogatory or offensive comments to any Player, Coach, Match Official or Ground Manager.
- 20.9 All trainers who enter the field of play must possess proof of accreditation in the form of NRL Trainers accreditation and have it available to the Ground Manager if requested. Failure to show the accreditation will result in the trainer not being cleared to act in that game.
- 20.10 Trainers must not enter the field of play in the line of sight of a player or interfere with an opposition player. (Unless the player has a serious injury)

21 Ground Managers / Match Operations Official (MOO)

- 21.1 Match Operation Officials (MOOs) may be assigned to a venue to undertake the Ground Manager’s role. This is at the discretion and appointment of the Illawarra Rugby League.
- 21.2 Where MOOs are not assigned, the Home Club is responsible for appointing Ground Managers to venues during matches.
- 21.3 Ground Managers are responsible for ensuring the following game day processes are adhered to:
 - Documents are filled in correctly and in a timely manner before and after each match.
 - General control of matches in accordance with NSWRL Policies and Procedures.
 - Liaising with Match Officials.

- Enforcing correct trainer/manager/Coach and spectator behaviour.
- Ensuring appropriate judiciary reports forms/sheets are available to the Match Officials and provided to all parties concerned in the event of an incident.

ANY ISSUES ARE TO BE RAISED WITH THE REFEREE WHO IS NOT TO START / CONTINUE THE GAME UNTIL THE ISSUE IS RESOLVED.

- 21.4 The Ground Manager is required to be visible at all times during matches either at the officials table or on the sideline and wearing the **IRL Purple Ground Manager Vest**.
- 21.5 The Home team is responsible to have a hard copy of the current version of this document (IRL Senior By-Law) and the NSWRL Community Policy & Procedure for review by Ground Managers.

22 Head Injury and Concussion Management

- 22.1 See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.17 Head Injury and Concussion Guidelines), and the NRL On-Field Policy.
- 22.2 All head injury and concussion information can be found via clubhub.nswrl.com.au

23 Interchange

- 23.1 The number of replacement players permitted to participate in other competitions shall be:

PLATE (Reserve Grade) will have 12 Interchanges per game.

SHIELD (Third Grade) competition: Unlimited interchange will apply.

Competition / Grade	Permitted Replacement Players	Permitted Amount of Interchanges
<i>IRL CUP Competition</i>	Maximum of four (4) players	Eight (8)
<i>IRL Plate Competition</i>	Maximum of seven (7) players	Twelve (12)
<i>IRL Shield Competition</i>	Maximum of seven (7) players	Unlimited
<i>Under 18's</i>	Maximum of seven (7) players	Unlimited
<i>Women's Tackle (Gold)</i>	Maximum of seven (7) players	Ten (10)
<i>Women's Tackle (Silver)</i>	Maximum of seven (7) players	Unlimited
<i>Women's (League Tag)</i>	Maximum of nine (9) players	Unlimited

- 23.2 In the event of a head injury or concussion, in competitions with limited interchange, a free interchange will be given for the player leaving the field. However, that player will not be permitted to return to the field of play for the remainder of the match with no exceptions and regardless of any assessment by a Sports Trainer.

For CUP, If the HIA Free Replacement card is used, it must be marked on the Teamsheet and head injury / concussion protocols will apply.

- 23.3 In periods of extra time during finals series matches in competitions with limited interchange, each Team will receive two (2) additional interchanges. These are additional to any remaining interchanges a Team may have at the conclusion of normal match time.

24 On Field Playing Apparel (Uniforms)

- 24.1 All Clubs and Teams must adhere to the NSWRL Licensing Program. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 2.10 Licensing Program) for more information.
- 24.2 When Team colours clash, the away Team should arrange to play in a different set of jerseys. Jerseys **MUST** not be turned inside out at any time.
- 24.3 All jerseys are to be clearly numbered with NO duplicates.
- 24.4 All jersey designs are to be approved by the Illawarra rugby league. This is to avoid any clash of jerseys designs / colours / number issues.

25 Player / Team Staff Identification

- 25.1 A condition of Illawarra Rugby League Competitions is that any player or volunteer **MUST** be registered with a club and league is **NOT** permitted to participate in a match without being registered to the IRL.
- 25.2 Accreditation must be presented to the Ground Manager no later than 5 mins before to the commencement of any competition match.

Any team official (Coach / Asst Coach / Leaguesafe / Trainer) must present their accreditation to a Ground Manager when requested. This can be done digitally via My Sideline. Any failure to this request will result in the Person being directed out of the bench area.

Where the above results in the minimum number of game officials/trainers not being met, the game will **NOT** start and the game referee being notified. The game will not start until the minimum requirements are met as per the NRL On-Field Policy.

26 Sideline Area / Bench Locations

- 26.1 Both the home and away Team benches must be on the same side of the field.
- 26.2 Where Team benches are located within the playing area e.g., inside the fence, the following provisions must be adhered to:
- *Abuse from the bench or any negative comment are not permitted. This also refers to advice or assistance to the Match Officials in relation to their performance or how they should carry out their duties.*

- *Personnel on the bench may comprise only those people directly related to the conduct of the match itself e.g., Coaches, Asst Coach, Interchange Players, Trainers, and Team manager who are identified on the Teamsheet.*
- *A Team Liaison Officer (TLO) with a requirement to be clearly identified with a **Pink** vest is to liaise with the Ground Manager.*
- *Any suspended player(s) are not permitted inside the playing area / on the bench.*
- *The Ground Manager may request any person on the bench to leave at any time. Failure to do so will result in the game being stopped by the referee until the identified person leaves.*
- *Players and Officials on the bench must, at all times, remain in the bench area allocated to their Team (except for warm-ups).*
- *No one besides the Ground Manager can approach the Match Officials.*
- *Whilst Officials are not expected to sit during the entire match, they must not leave this immediate area or approach the field of play under any circumstances unless directed by the Ground Manager.*
- *No members of the general public are permitted within the playing area until the Referee / Match officials have left the designated field.*

27 Teamsheets / Results Sheets

- 27.1 All Clubs must complete My Sideline Competition Teamsheets prior to the kick off of any game.
- 27.2 IRL Clubs are required to supply My Sideline Competition Teamsheets for game day unless they are completing the digital form via My Sideline.
- 27.3 Players must sign on at a minimum before the start of the second half of the game. The players must be added digitally to the teamsheet. No handwritten names.
- 27.4 The Ground Manager will be responsible for Teamsheets to be completed in full in a timely manner.
- 27.5 Under no circumstances is a player to take the field if that player has not signed the team sheet. If they do, it may result in a fine plus lost of competition points and could also impact eligibility criteria.
- 27.6 All sin bins and send offs must be recorded on the Teamsheets.

- 27.7 The Club is responsible for ensuring result sheets are collected and entered onto MySideline.

28 Time Off and Scheduled Time Delays

- 28.1 Time off in all IRL games will only be allowed in the last five mins of the second half as indicated by the referee. The exception to this will be Cup (1st Grade), where time off is allowed as per NSWRL Major Competition Rules.
- 28.2 The result of matches abandoned after half time shall be recorded as the final score at the point of abandonment. Abandoned matches where a full half has **NOT** been deemed to be completed due to inclement weather or serious injury will be replayed when deemed appropriate by the IRL Head of Football.
- 28.3 A Team shall be allowed a maximum of 15 minutes after a match's scheduled starting time to take the field without any prior confirmation of delay. After 15 minutes the match will be deemed a forfeit.
- 28.4 The game times will remain as is after the 15-minute period with consideration around shortening half time break and second half if required.
- 28.5 See NSWRL Community Rugby League Policies and Procedures Manual (Section 3.1 (Abandoned Matches Due to Injury, Inclement Weather or Foul Play) and Section 4.20 (Making Changes to the Duration of a Game) for further information.
- 28.6 Should a match be unable to commence at the scheduled time for any unforeseeable reason, injury or extraordinary event, the following needs to be applied:
- *Consideration needs to be taken for how many matches are left in the day, lighting and the minimum times. See NSWRL Community Rugby League Policies and Procedures Manual (Policy 4.20 Making Changes to the Duration of a Game) for more information.*
 - *Minimum times when reducing time (ensuring equal halves):*
 - Under 18s, Open Age Shield Division (Male) and Open Age (Female): 15-minute halves with 5 minutes half time break*
 - Open Age Plate Division (Male): 17-minute halves with 5 minutes half time break.*
 - Ladies League Tag: 12-minute halves with 5 minutes half time break.*

29 Time Keeping

- The home Team, in conjunction with the away Team if they so wish, will be responsible for the keeping of match time.

- If the away Team does not nominate anyone for this purpose, they must accept the timekeeping of the home Team.
- All decisions of the official timekeeper shall be final and not open to review other than by application to appeal to the IRL Review Committee.
- In all cases, the referee will be the sole judge of when play shall cease after the half-time or full-time siren has sounded.
- The referee may extend the match to award a penalty or to complete the play currently underway, at their discretion.

30 Washout Policy

- 30.1 If 50% (fifty percent) of matches are completed in any round on one weekend, the round will be deemed as COMPLETED.
- 30.2 Any match not played in that competition due to ground closures / wash outs in what is deemed as a COMPLETED round (with 50% or more games played) will be required to be played. Follow process as per Section 18.
- 30.3 Should less than 50% of competition matches in any one competition be completed, the whole round for that particular competition will be deemed as a WASHOUT and must be rescheduled as per Section 18.

31 Team Liaison Officer (TLO)

- 31.1 Team Liaison Officers (TLO) are now compulsory at all matches (one each per home and away team) as the first point of contact for Ground Managers should an incident occur. TLO Vests are to be provided by each club (**PINK Vest**) and must be worn by the appointed Team Liaison Officer in the bench area.

Referees have been instructed not to commence the match if this requirement is not adhered to.

Prior to match commencement and prior to both teams entering the field of play, the TLO from both the home and opposition teams must report to the Ground Manager (who will be at the halfway line) and provide accreditation of each team's Sports Trainer (First Aid Officer) and Coach. This is to satisfy the minimum game requirements for the game to start.

Once both teams have advised this detail the Ground Manager will then signal to the referee that the match can proceed.

32 Player Admission / Passes

- 32.1 All away players are to pay admission to games they are visiting to play.

Under 18 players will be issued with passes to be used only at their matches.

During the final series all players in the final series will be provided with passes by the league or will have their names listed on an entry sheet. Players not in the final series will have to pay entry to enter the ground.

FINALS SERIES

33. Finals Series Structure

- 33.1 The format of Competition Finals Series will be determined by the number of Teams in the Competition and by the Illawarra Rugby League.
- 33.2 Grand Final matches may only be played across Friday, Saturday and Sunday. Allocation of matches will be determined by the Illawarra Rugby League based on availability and suitability of venues.
- 33.3 At all Grand Final matches, each participating Club MUST provide a Ground Manager / Team Liaison Officer (TLO) to assist the League Staff on game day. The TLO will be clearly identified in a **PINK Vest** and Ground Manager will be identified in a **PURPLE Vest**.
- 33.4 If Teams are on equal points at the end of the competition regular season, **“for and against”** points will determine semi-final placings for all positions. If equal, most points for will determine placings followed by least points against. If the same, then individual results of both Teams playing each other will be considered (no play offs).
- 33.5 Any Team breaching Competition By-Laws in any Illawarra Rugby League Competition Finals series match, regardless of their position, may be disqualified from the Competition.
- 33.6 If a Team withdraws from any competition or is disqualified from any Finals series match, any subsequent matches will be deemed a forfeit. No adjustment for previous matches will occur.

34. Drawn Matches and Extra Time (Finals)

In the event of a draw during finals, the following procedures apply:

- Extra Time: Two 5-minute halves of extra time.
- Golden Point: If scores remain tied after the extra time period, the match proceeds to golden point.
- Kicking Off: A coin toss determines possession.
- If a Team scores a try or kicks a goal / field goal at any stage within the golden point time period, the referee will terminate the game with the Team scoring the points declared the winner.
- Player Safety: Medical staff must be on standby during extended play.

These rules align with NSWRL's Community Rugby League Policies and ensure fairness and player welfare.

- Where limited interchange rules apply, Teams will be given an extra two (2) interchanges during the entire extra time period.

35. Loss of Time and Time Off (Finals)

- 35.1 In Semi-finals, Finals and Grand Finals, should thirty continuous minutes of play be lost due to injury or for any other reason (foul play will be at the discretion of the IRL Review Committee and may result in the match being forfeited), the game will be terminated and be replayed at a venue and time determined by IRL Review Committee and the Stakeholders Group of that Illawarra Rugby League Competition.
- 35.2 Time off during the Finals series will be as per the Finals Handbook issued each year, except in Cup (1st Grade), which is played under NSWRL Major Competition Rules.

36. Finals Eligibility

- 36.1 The eligibility of a player to participate in any final series match (Semi-final, Final and Grand Final) will be determined based on the participants playing record on the completion of the regular rounds of competition.
- 36.2 League Administrators will compile a list of Finals eligible players at the conclusion of the regular season. Squad lists will be locked once eligibility lists are finalised.
- 36.3 Clubs **MUST** submit a Finals Series Squad List online (via MySideline) by **5PM Thursday prior to weekend Matches, every week of the Finals Series**. This List should include all players eligible to play in a particular Match, even those from younger Age Groups or Divisions.
- 36.4 League Administrators will collect Team Sheets from the Squad List submitted by Clubs on my sideline. These Team Sheets will not be amended once collected. That is, only the players listed on the Match Day Team Sheet can participate in that weekends Match. No Handwritten members can be added to these lists to play in the Match.
- 36.5 In all competitions, the number of matches required to qualify for a Finals series will be 33% (Rounded Down) of games scheduled in that season's competition
- (i.e. in a competition with 12 scheduled regular season rounds, a player must have played a minimum of four (4) regular season matches over the course of the season for the same Team to be eligible to play in a Finals series for that Team (12 x 33%=4.0)).

In a competition with 16 scheduled regular season rounds, a player must have played a minimum of five (5) regular season matches over the course of the season for the same Team to be eligible to play in a Finals series match for that Team ($16 \times 33\% = 5.2$.)

Open Age

- 36.5.1 A player will qualify for finals in the Team where they have played the majority of their matches during the regular season. If the majority of matches played are in a higher division, they may not play in a lower division. This includes NSWRL Major Competition players (such as NSW Cup, Jersey Flegg, Harvey Norman Women's Premiership, Harrigan Cup and Ron Massey Cup).
- 36.5.2 If matches played across competitions are even at the end of the regular season, the player will be eligible for both the higher and lower division.

Major Competitions Players

- 36.5.3 A 'Major Competition' player will qualify for finals in the Team where they have played the majority of matches during the regular season. If the combined majority of matches played are in a Major Competition, they may not play in any Illawarra Rugby League Competition Finals series.
- 36.5.4 If a 'Major Competition' player plays in more than one NSWRL Major Competition throughout the season (For example, a player who plays in both Ron Massey and Sydney Shield matches in the same season), the accumulated total of matches played across these competitions will count as matches played in a Major Competition.

All Competitions Conditions

- 36.5.5 If a player fails to play enough regular season matches to qualify for finals series games due to serious injury, adequate medical proof is required to be submitted to the IRL Review Committee for approval or denial 14 days before the end of the current season. Adequate medical proof will not be accepted within the 14 days. NOTE: If there were sufficient remaining available rounds for a player to qualify OUTSIDE of the period of injury, then an application on medical grounds will be denied.
- 36.5.6 If the player was registered late and there were limited matches available due to wet weather, then application can be made to the IRL Review Committee for approval or denial for exception to these rules. NOTE: If there were sufficient remaining available rounds for a player to qualify

OUTSIDE of the washout rounds, then an application on limited available rounds will be denied.

- 36.5.7 For Finals qualification purposes, matches forfeited by the opposition count towards the minimum regular competition matches required to qualify for the Team RECEIVING the forfeit. A list of player names that were available to take the field for the scheduled match (20 maximum) must be submitted to the NSWRL Club and Competitions Committee and the District Administrator by the Club RECEIVING the forfeit before 12pm of the Friday following the forfeited match. Player lists will NOT be accepted past this point in time and players will not be granted a game for qualification purposes.
- 36.5.8 Playing unregistered or unqualified players in any Finals Series match will result in the match to be deemed a forfeit and the offending Team being disqualified from the Finals with possible further breaches applied.
- 36.5.9 It is the responsibility of Clubs to ensure that any player who participates in a finals series match has successfully met the minimum qualification requirements.

Player Eligibility	Finals Eligibility		Counts Towards Player Suspension		Note:
	Yes	No	Yes	No	
Washout Draw	Yes	No	Yes	No	Team Sheet must be submitted to League
Complete Round Washout	Yes	No	Yes	No	
Receiving Forfeit	Yes	No	Yes	No	Team Sheet must be submitted to League
Giving Forfeit	Yes	No	Yes	No	
Regular Competition Match	Yes	No	Yes	No	Team Sheet must be submitted to League
End of Season Play Off Match	Yes	No	Yes	No	Team Sheet must be submitted to League
Finals Series Match	N/A	N/A	Yes	No	
Bye	Yes	No	Yes	No	
Trial (Official or Unofficial)	Yes	No	Yes	No	

37. Lighting

- 37.1 NSWRL, in accordance with the Australian Standards for sports lighting requires a minimum of **100 lux (luminance)** for any competition match to take place.

NSWRL, in accordance with the Australian Standards for sports lighting requires a minimum of **50 lux (luminance)** for any type of training activity to take place.

Lighting standards are to be tested before the 1st Feb of each season. A lighting report from clubs is to be issued to the IRL before the 1st Feb of each season. This allows a suitable duration before the season start to fix any lighting issues.

SITUATIONS NOT COVERED

38. Determinations

- 38.1 Should any situation arise that is not covered under these By-Laws or if there is a conflict between these By-Laws and the NSWRL Policy and Procedures, the NSWRL

Policy and Procedures will be referred to for a determination. If no solution is found, the IRL will decide in the best interest of the League.

Appendix 1 – Constituent Clubs

Senior Clubs (in alphabetical order)

Senior Clubs
Avondale Greyhounds
Avondale Wombats
Berkeley Eagles
Collegians
Corrimal Cougars
Dapto Canaries
De La Salle
Figtree Crushers
Helensburgh Tigers
Northern Bulldogs
Thirroul Butchers
Western Suburbs Devils
Windang Sharks

Appendix 2 – Admin Forms and QR CODES

	Team Re-grading Request 		Team Re-grading Request – Fill out form
	Forfeit Game Notification Form 		Forfeit Game Notification Form – Fill out form
	Game Change Request Form 		Game Change Request Form – Fill out form
	Draw Request - Revision Form 		Draw Request - Revision Form – Fill out form
	Club Protest Form 		Club Protest Form – Fill out form