



NRL SA

ARLC SA Limited

ABN: 79 602 143 126

2025

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 SA Limited (“NRL SA” or “NRL South Australia”).
- 1.2 NRL SA at all times reserves the right to add or change any rules and regulation) to the current rules and regulations contained within this document.

2. Scope

- 2.1 The Rules apply to all participating clubs in NRL SA competitions, to the officials, players and members of those clubs and to all other committees or associations involved in the running of NRL SA 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 SA, including but not limited to Code of Conduct, and any other relevant code or policy operated by NRL SA.
- 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 SA and **NRL South Australia** shall mean ARLC SA Limited (ABN 79 602 143 126)

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

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

Club means an incorporated body that is a holder of an ARLC SA Limited Club Licence

4. Application of Rules, Complaints & Appeals

- 4.1 The application of the Rules shall be made in a fair manner to conduct NRL SA competitions in the best interest of the game and in the spirit of the game.
- 4.2 The NRL SA 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 SA 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 SA General Manager at earliest practicable occasion.
- 4.4 The NRL SA Appeals Panel will review any appeal at its earliest convenience. If at the discretion of the NRL SA General Manager it is deemed the appeal requires urgent attention prior to a meeting of the NRL SA Appeals Panel being able to be conveniently arranged, the NRL SA General Manager shall process the appeal with the NRL SA Appeals Panel in an appropriate manner.



B. ELIGIBILITY & REGISTRATION

5. Incorporation, Affiliation and Licencing of Clubs

- 5.1 Clubs competing in any NRL SA 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 SA before commencing any play in the Competition Season.
- 5.2 Clubs competing in any NRL SA Competition must complete NRL SA Club Affiliation agreements on the form prescribed by NRL SA and submitted in the format and timeframe as specified by NRL SA prior to commencing any play in the Competition Season.
- 5.3 Clubs competing in any NRL SA Competition must complete NRL SA Club Licence agreements on the form prescribed by NRL SA and submitted in the format and timeframe as specified by NRL SA prior to commencing any play in the Competition Season.
- 5.4 Any Club holding an NRL SA Club Licence must have all their teams competing in a NRL SA sanctioned Competition or event or have been provided permission by both NRL SA and the host NRL sanctioned body to participate in a competition external to NRL SA by submitting the [NRL Travel and Tour Application Form](#).

6. Fees and Team Entry

- 6.1 All fees payable by participant clubs in NRL SA competitions shall be due and payable to NRL SA according to the due date on NRL SA 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 Club basis and are non-refundable once a Club has commenced a match. Fees as per the following schedules:

Adelaide Metro Competition 2025 Fee - \$3,000 (inclusive GST)
- 6.3 Clubs will not have right to play in any match if payment until payment as per 6.2 has been received in full by NRL SA.
- 6.4 No Club shall have right of entry into the NRL SA 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 SA for any payment due, including referees' fees.
- 6.5 All Clubs must purchase a minimum of one (1) table for ten (10) people at the 2025 NRL SA Awards.

7. Registration of Players, Volunteers and Club Officials

- 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 regards to registration or eligibility.



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- 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 SA. 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.
- 7.5 All Volunteers 14 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.
- 7.7 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 SA 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 18.3 not considered registered or registered to that team and club or eligible for any other reason under NRL SA 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 12. Forfeits). The Club will also be deemed to have committed Misconduct under the NRL SA Code of Conduct and may be subject to further sanction by NRL SA.

Deregistration

- 7.9 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 SA's insurance provider during the competition season.

8. Players Nominal Age Group and Playing in Another Age Group.

- 8.1 A player's Nominal Age Group is the Age Group based on age they are turning during the calendar year. For example, a player who is 12 and is turning 13 during the calendar year their Nominal Age Group is Under 13. They are not eligible to play outside this Age Group except where specified within these Rules or other NRL SA or NRL Policy.

Playing in Age Group Above Nominal Age Group

- 8.2 A player is permitted to play in immediate Age Group above their Nominal Age Group without restriction (i.e. player whose Nominal Age Group is Under 13 can play in an Under 14 team without restriction). NOTE: if a team or competition is not available in the immediate Age Group above a player's Nominal Age they do not receive automatic approval to play in next Age group team above their own (eg. an Under 13 player cannot play in an Under 16 team even if there are no Under 14 and Under 15 competitions).

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- 8.3 Any player wishing to play in an Age Group competition 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 SA Parental Guardian Consent form and can only participate once written approval is provided by NRL SA. Approval is at NRL SA'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 on the basis of 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 SA's discretion may be imposed.

- 8.4 Approval will not be provided for players to play in competition Age Group more than 3 years above their Nominal Age Group. The only exception to this will be due to lack of Age Group competitions available and only upon formal notification by NRL SA regarding conditions for participation in selected Age Group competition providing such exception.
- 8.5 Any player who has not turned 17 years of age cannot participate in any senior competitions. Any player who is 17 and not turned 18 years of age must provide written consent from parent/guardian on prescribed NRL SA Parental Guardian Consent form to participate in any senior competition and can only participate once written approval is provided by NRL SA.

Playing in Age Group Below Nominal Age Group

- 8.6 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 SA 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 NRL SA 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.

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.

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 SA 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 SA for approval.



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- 9.4 Unless agreed to in writing by both clubs, **the maximum number of players to be transferred from one club to another club during the 2025 Competition Season will be five (5) registered players across all Competitions**, except for players who did not play a game during the 2024 season. A club can only request a transfer clearance to be denied on under this Rule if there is no other reason for clearance to be denied, and as per the [NRL National Clearance and Permits Policy](#) if there is no basis for denying the clearance it must be completed within 10 working days from submission. If this period of time has expired, clubs can request NRL SA to resolve the clearance request. A club or an individual may upon written submission application to NRL SA request to have any case reviewed for dispensation of this requirement, which shall be treated on a case-by-case basis at NRLSA's sole discretion.
- 9.5 A player from a team that has folded or withdrawn from an NRL SA 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 SA. NRL SA shall have sole discretion on providing a permit on a player-by-player basis.
- 9.6 Any disputes regarding players denied clearance is to be resolved between individual and/or clubs concerned. NRL SA will not arbitrate or mediate on any complaints or disputes regarding denied clearances.
- 9.7 Permits for players to participate in competitions outside of NRL SA will only be provided for Competitions that are sanctioned by NRL SA. Permits for players from competitions outside of NRL SA to participate in NRL SA Competitions will only be approved by NRL SA if the player seeking a permit is from a competition that is sanctioned by NRL SA. Permit applications after 30 June will not be approved by NRL SA except where under written application to NRL SA it is deemed permit is for exceptional circumstances.



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C. COMPETITION

10. Match Conditions

10.1 Game Playing Conditions are tabled below and are not to be modified except under written permission by NRL SA.

Age Group	Game Time	Ball Size	Field Size (meters)	Players on Field		Interchange Players
				Min	Max	
Men's	2 x 35 min (10 min half time)	5 (int)	100 x 68	9	13	Up to 7 (unlimited)
Women's	2 x 30 min (10 min half time)	5 (int)	100 x 68	9	13	Up to 7 (unlimited)
Women's Tag	2 x 25 min (5 min half time)	5 (int)	100 x 68	8	11	Up to 9 (unlimited)
Boys' U17/U18	2 x 30 min (10 min half time)	5 (int)	100 x 68	9	13	Up to 7 (unlimited)
Boys' U13-U16	2 x 25 min (5 min half time)	5 (int)	100 x 68	9	13	Up to 7 (unlimited)
U12 [^] ^{^^} ^{**}	2 x 20 min (5 min half time)	4 (mod)	100 x 68	11 ^{**}	13	Up to 7 [^]
U11, U10 [^] ^{^^}	2 x 20 min (5 min half time)	4 (mod)	80 x 48	8	11	Up to 9 [^]
U9, U8 ^{^^}	4 x 8 min (3 x 2 min breaks)	3 (mini)	68 x 30	6	8	Up to 8 [*]
U7 tag, U6 tag [*] ^{^^}	4 x 8 min (3 x 2 min breaks)	3 (mini)	40 x 20	6	6	Up to 6 [*]
Girl's U14-18	2 x 20 min (5 min half time)	5 (int)	100 x 68	8	11	Up to 7 (unlimited)

* **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, **all matches may continue 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 SA Age Group Document (available at NRLSA.com) or approved 18 Month Registrations, Age Dispensation or Parental Consent (these can only be approved by NRL SA 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

10.2 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.

10.3 The match clock must be started at scheduled start time regardless of completion of items in 10.2, which shall be enforced by the referee.

10.4 **U6 and U7 Age Groups MUST play under League Tag format ONLY. NRL SA 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.**



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

11.1 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 11.6)
- c. Adverse weather (see 11.8)

11.2 Any game cancelled by the reasons stated in 11.1 shall be declared No Result and teams allocated competition points as prescribed in 13.1 and a match score of 0-0.

11.3 Any game cancelled by the reasons stated in 11.1 may be postponed to be played at a later date subject to written request being made to NRL SA 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 result as per 11.2 will remain.

Clubs must provide confirmation to NRL SA 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 11.2.

11.4 Any postponed match must be completed with result formally submitted to NRL SA by 5.00pm of Tuesday immediately prior to the first week of scheduled finals. Any team who confirms in writing with NRL SA to play a postponed match and does not fulfill its requirements to do so will be deemed to have forfeited the match and all applicable rules under 12 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 13.1.

11.5 For a match to be cancelled where ground conditions are determined to be unsafe under 11.1 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; or
- b. If both teams declare and agree the ground unsafe.

11.6 If only one team declares the ground unsafe and refuses to play this team shall be determined as forfeiting the match.

11.7 A referee does not have the authority to declare a ground unsafe and cancel a match.

11.8 A match may only be cancelled due to adverse weather under 11.1 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).

11.9 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, then the match shall not be considered a cancelled match and cannot be postponed to be played at a later date.

11.10 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.



12. Forfeits

- 12.1 Should a team forfeit a match, the following shall apply:
- a. Competition points awarded as per 13.1
 - 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 a match in the Men’s competition is forfeited prior to 5.00pm on business day prior to scheduled match a fine of \$200 is payable to NRL SA. If a match in the Men’s competition is forfeited after 5.00pm on business day prior to scheduled match a fine of \$400 for Men’s is payable to NRL SA – except where the match is played and ruled a Forfeit by NRL SA then only the Forfeit Fee Pre Match Day fee applies. For any other type of match a fine may be applicable at NRL SA’s discretion.
- 12.2 If a club is aware that it is forfeiting a Men’s match prior to the weekend of play then the forfeiting club must advise NRL SA AND the opposing club. Failure to provide written evidence this has occurred will result in fine \$250.
- 12.3 Any team who forfeits on 3 separate occasions shall be immediately suspended from the competition and fined applicable fine amount in 12.1.c for each remaining match it is scheduled to play until it can show just cause to the satisfaction of NRL SA to be permitted to continue on the basis no further forfeits shall occur.
- 12.4 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 competition only, with all rules 12.1 to 12.3 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 SA to reflect a loss of minimum margin of 2 points.
- 12.5 A match that has commenced and cannot be completed due to a compliance issue with either team (as determined by NRL SA), 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 SA to reflect a loss of minimum margin of 2 points.
- 12.6 For any forfeit fee paid in 12.1.c, 50% shall be paid by NRL SA 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.

13. Competition Points & Table

13.1 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



No Result – as prescribed under 11.1 or 11.2, or where a match that is unable to commence through no fault of either team or as determined by NRL SA.

Abandoned – as prescribed under 11.3 or 11.4, 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 SA.

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

13.2 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. Most tries scored
- d. By coin toss conducted by NRL SA

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

14. Finals

14.1 The four highest ranking teams on the competition table at the end of preliminary rounds shall qualify for Finals (subject to 6.4):

14.2 Finals format shall be:

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.		

14.3 Finals matches shall be played under the conditions set out in 10. Time Off will be applied for the whole game in Men’s competitions.

14.4 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.

14.5 Should any match in the Finals not be able to be completed as formally scheduled by NRL SA through no fault of either team (note 12.5 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 team's score is higher than the other than that team shall be declared the winner.

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

15. Player Qualification for Finals

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

- a. A player must have played a minimum of three (3) competition matches during the Competition Season.
- b. Byes do not count as matches scheduled for that competition and do not count towards matches played by a player.
- 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 to team lineup being submitted on MySideline Manager no later than 1 hour after scheduled completion of match.
- e. Should a match be cancelled (and not postponed to be played later) 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.

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

- a. 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 SA 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 Friday 12.00 noon on the week of Round 7.
 - 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 SA 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.

b. ADF Service

i. A club can make an application to the NRL SA to have a player qualified for the finals if they are employed by an ADF service that has prevented them from playing the minimum three (3) competition games in the season.

ii. To receive a dispensation under this regulation a player must have played a minimum of one (1) competition game in the season and provide a formal letter from their employer confirming their service that has prevented them from playing.

iii. Provision of dispensation under this regulation will be at NRL SA's sole discretion on a case by case basis.

16. Disqualified / Suspended Players

16.1 No player who has been disqualified / suspended by NRL SA or any other Rugby League body for any reason will be entitled to play in any NRL SA game until such disqualification / suspension has expired or been removed by NRL SA or the Rugby League Body imposing the disqualification.

16.2 Unless explicitly stated within the sanction communicated in writing, conditions of Disqualification / Suspension are as follows (also refer to the NRL SA Judiciary Procedures and Penalties & NRL SA 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 SA Competition Season matches, and in some instances other rugby league matches sanctioned by NRL SA as outlined within the Judiciary Procedures and Penalties.

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.

16.3 Penalties issued under Code of Conduct and/or any other policy or code of NRL SA or other rugby league authority, will explicitly state sanction details to be followed which differ to the above.

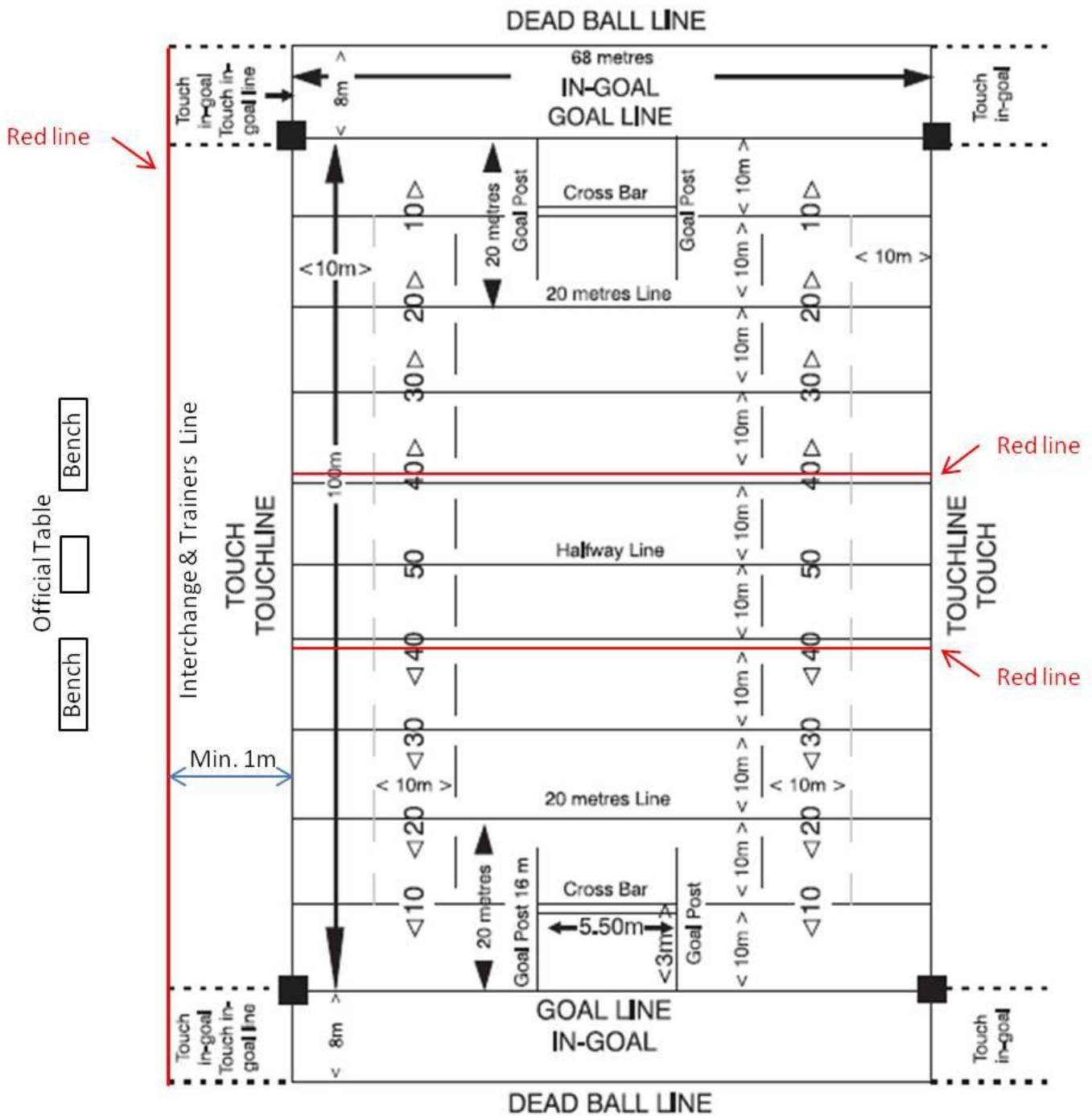
16.4 NRL SA may hold reciprocal arrangements with other sports to recognise sanctions issued by each organisation. These will be published on NRL SA website.



D. MATCH DAY AND VENUE REQUIREMENTS

17. The Playing Area

- 17.1 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.
- 17.2 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.
- 17.3 All spectators are to be located behind fenced or roped off areas. Under no circumstances are spectators allowed in the playing area.
- 17.4 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 22).
- 17.5 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.
- 17.6 Fields must be lined, marked in white with red forty metre lines.





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18. Personnel Permitted Inside Playing Area & Playing Field

- 18.1 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.
- 18.2 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 18.3
 - 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 SA 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.
- 18.3 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 21.6:

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

19. Official Table

- 19.1 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.
- 19.2 The duties of the Match Table Official are as follows:
- 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.



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- 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.

19.3 The Official Table will be equipped as per 27.

Time Off During Matches

19.4 There is no "Time Off" in any matches except in the Men's Competition.

19.5 Except in Men's Competition, in all matches and grades the time clock will continue regardless of the Referee's signals or stoppages for whatever reason.

Note: If a ground manager notices that the Referee forgets to order "time on" or "time off", the ground manager must bring the matter to the notice of timekeepers immediately and, at an appropriate time, the Referee.

20. Interchange/Reserve Players & Official Club Personnel

- 20.1 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).
- 20.2 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).
- 20.3 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.
- 20.4 Interchanges are unlimited in NRL SA Competitions.



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

- 21.1 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](#).

- 21.2 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.
- 21.3 The match referee is authorised to dismiss any person who fails to adhere to these rules or the direction of the referee.
- 21.4 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.
- 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.
 - 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.
- 21.5 All On-Field Safety Personnel must be accredited (minimum accreditation level as per 21.6), 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.
- 21.6 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.



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- 21.7 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.

22. Ground Manager

- 22.1 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 SA on the Club.
- 22.2 A person is only permitted to be assigned as Ground Manager under the following conditions:
- They are of a minimum age of 18 Years; and
 - Have completed the NRL Ground Manager Online Course; and
 - Have a current and valid Working with Children Check and completed Child Safety Patrons of the Game Online Course; and
 - Have a LeagueSafe, League First Aid and/or Sports Trainer accreditation; and
 - Are registered as a volunteer on MySideline.
- 22.3 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.
- 22.4 The Ground Manager must be aware of and fully understand the requirements of NRL SA Rules and Regulations and any NRL SA policies that are in effect on match day.
- 22.5 The Ground Manager is responsible for ensuring that the grounds and associated equipment are safe for use, and that the Playing Area and Playing Field are set up appropriately for play before play can commence on any field. They are to ensure only appropriate personnel are within Playing Area.
- 22.6 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.
- 22.7 The Ground Manager has specific powers under the NRL SA Code of Conduct for managing behaviour of any person at the match venue and must reasonably use these powers accordingly.

23. Team Sign On

- 23.1 **MySideline Manager shall be completed for ALL matches conducted under the auspices of or sanctioned by NRL SA including gala day matches, trial matches and exhibition matches across all age groups including mini and mod matches.**
- 23.2 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 15.1 f).



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- 23.3 A maximum of only 20 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.
- 23.4 The match shall not commence (Note 23.5) 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 23.9). 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.
- 23.5 Whilst the match may not commence until the completion of the task in 23.4, the match clock shall be started at scheduled start time regardless of these tasks being completed, which shall be enforced by the referee (note 19.2 e.).
- 23.6 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.
- 23.7 **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 12.1.c.**
- 23.8 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 23.5), the game shall be forfeited by that team.
- 23.9 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.
- 23.10 Finalised and Confirmed Match Results via MySideline Manager will be deemed as final with no further correspondence entered into.
- 23.11 In the event that a Match result is Disputed via MySideline Manager, NRL SA 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 SA will be determined following any investigation and no further correspondence will be entered into.
- 23.12 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 SA with detail, then a revision will be considered at the discretion of NRL SA.



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24 Player Dismissal

- 24.1 Any player, who has been dismissed from the field (ie. not sent to the Sin-Bin but sent off for remainder of match), must report to the Official Table and have their name recorded within the Match Feed on MySideline Manager.
- 24.2 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.
- 24.3 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.

25. Sin-Bin

- 25.1 Any player, who has been sent to the Sin-Bin (ie. for temporary period of dismissal from field), must report to the Official Table.
- 25.6 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).
- 25.3 All players who are sent to the Sin-Bin must be recorded within the Match Feed on MySideline Manager.
- 25.2 ***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.***
- 25.4 Time for Half-time break does not count towards Sin-Bin time and time shall continue into the second half.
- 25.5 Sin-Bin time shall continue even if Time Off has been blown by the Referee.

26. Uniform

- 26.1 A Club on-field uniform must comply with and be approved under the NRL SA 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.
- 26.2 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 SA. This can be on medical or religious grounds as long as they meet the requirements of 26.2.
- 26.3 Player's uniforms and equipment shall be in accordance with Section 4 of the International Laws:
- a. 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.



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- b. Each player jersey shall be easily identifiable with individual numbers.
- c. 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.

26.4 For League Tag competitions the following uniform conditions apply:

Shorts

- a. 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).

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 SA match schedule will have the right to elect the colour they will wear.

27. 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 SA branded Steeden Footballs (only NRL SA issued footballs to be used)	<ul style="list-style-type: none"> • Host Club; if Host Club is not playing then first listed team on the NRL SA Fixture • Finals and Gala days this shall be the Host Club/Venue
Goal Post Pads	Host Club/Venue
Corner Post (must be collapsable and padded)	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



28. First Aid

28.1 It is **COMPULSORY** for a First Responder with a minimum accredited training requirement (dependent on age group) as defined at 21.1 and the NRL On-Field Policy from each team and equipped with an appropriate First Aid Kit to be in attendance at all games.

28.2 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](#)

28.3 If an ambulance is required the Ground Manager or nominee is to be located at ground entry to direct ambulance officials.

29. Dressing Rooms

29.1 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 29.4).

29.2 The Referees will be allocated a dressing room on the day by the Host Club/Venue.

29.3 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.

29.4 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.

29.5 **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.**

30. Video Recording of Matches

30.1 All Senior matches will be recorded by video, which will be delivered by a supplier determined by NRL SA.

30.2 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.



E. POLICIES

31. NRL SA Policies

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

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

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



32. Rugby League Policies and Guidelines

32.1 All participants in NRL SA competitions and activities are bound by Policies, Rules and Regulations as set out by the Rugby League Authorities to which NRL SA 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/