

SOUTH COAST GROUP SEVEN RUGBY LEAGUE COMPETITION RULES AND BY-LAWS

Amended 18-3-15

1 **Ground Markings.** All Grounds (Playing Fields) must be marked (in white) as set out in the Australian Rugby League Laws of the Game, Section 1: The Playing Field, with the following exceptions. The 40 metre lines may be marked in red or deleted and marked near the touchline by double witches' hats. The numbers 10/20/30 etc are optional.

2 **Playing Times.** First Grade 40 minutes each way. Reserve grade, Third Grade and Under 18 Grade 35 minutes each way. WLT Grade 25 minutes each way.

Time off for injuries and stoppages in play, as signaled by the referee, to be taken in First Grade only. The remaining grades will apply a stoppage of the time piece in the final 5 minutes of the second half of the game only. If a major injury occurs in a lower grade game prior to the 5 minute stoppage period and there is no likelihood of a restart in play before the expiry of the 5 minute period, the game will then be concluded.

In the case of a major injury in a lower grade fixture that has a major impact on the actual play time, this must be referred to the League for a decision on the possibility of a replay. This decision will be based on the actual time lost and the score line at the time of the scheduled close of play. The League's decision in this case will stand.

If a major injury causes a delay in a lower grade game preceding First Grade, the time for available play will be divided into equal terms for all remaining lower grade games to ensure the First Grade start is not delayed. The time allocated must ensure a minimum of 20 minutes play is available to each half of play that has not commenced. If a serious injury occurs in a lower grade fixture, starting times for subsequent games may be pushed

back, however the 1st grade fixture can only be delayed by a maximum of 15 minutes from the scheduled starting time.

If this is not possible a preceding game will be classified as postponed and a replay will be arranged, to be played within 2 weeks of the allocated day of play.

3 **Timekeepers.** The Home Club to be responsible for timekeeping. However the visiting club may appoint an official to assist with timekeeping duties. Their decisions shall be final on all timekeeping matters.

4 **Match Results Book.** Each team shall complete a Match Result Form in triplicate.

- i) Original copy to be faxed to the General Manager within 24 hours of the game and then delivered to the League office or posted to Box 729, Kiama 2533 within 72 hours of the game.
- ii) The duplicate copy to be handed to ground announcer at least 15 minutes prior to the commencement of the game.
- iii) The triplicate to be retained by the club. A fine will be imposed on any club not complying with this direction.

5. Replacement Rules. First Grade - REPLACEMENTS (INTERCHANGE)

- a) An interchange is the replacement of one (1) player in a team for another during the match
- b) Only thirteen (13) players from each team may be on the field of play at any one time
- c) Each team must list four (4) players as Interchange players on the official team list
- d) A limited interchange system is used in the CRL Competition. Each team may use up to a maximum of **ten (10)** interchanges in ordinary time during a match
- e) In matches that extend into extra time, an additional two (2) interchanges will be permitted for each team making a total of **twelve (12)** interchanges in these matches. Any unused interchanges of the **ten (10)** permissible during ordinary time may also be utilised during extra time.
- f) A replaced Player must have left the field of play prior to the interchange Player taking his place on the field
- g) If a team elects to interchange a bleeding Player who leaves the field, this interchange will be included for the purposes of calculating the number of interchanges pursuant to 24.4
- h) Fouled Player

i) If a Player is fouled by an opponent who is in consequence dismissed from the field, or penalised for reckless or intentional foul play, and the fouled player is caused to leave the field as a direct result of an injury sustained in that incident, this interchange will not be included for the purposes of calculating the number of interchanges pursuant to 24.4 provided that it is made without delay and, in any case, by the time the referee has acted on the incident. The referee will signal that the severity of the offence warrants a potential "free" interchange by raising his/her crossed forearms above his/her head.

ii) Also, the subsequent interchange of the team of the fouled player will not be included for the purposes of calculating the number of interchanges pursuant to 26.4

i) An Interchange Official will be appointed by the CRL to manage the interchange process for each team, however he will not be responsible for ensuring leagues comply with these provisions. In proceedings with respect to any breach by a League of these provisions, it will not be a defence to that breach to assert or maintain that the Interchange Official gave a particular direction or that he erred in some way

j) Should an Interchange Official become aware of a breach of these Replacement / Interchange Provisions, he should inform the nearest touch judge and the CRL Ground Manager at the first opportunity, and submit a written report to the CRL Operations Manager (or his nominee) by 9:00am on the first business day following the match

k) Each Club will be responsible for ensuring compliance with these Replacement / Interchange Provisions at all times

l) Interchange Process

(a) Except for scrums (which are dealt with in b. below), Interchanges may occur during general play (i.e. whilst the ball is in motion), after any scoring has been completed or if play has been temporarily suspended by the referee (e.g. injury or caution).

(b) In the case of scrums:

i) Interchanges will only be permitted at scrums resulting from a touch line stoppage (i.e. a kick finds touch, or a player is tackled into touch), provided that the interchange player is already with the interchange official waiting to go on when the ball or the player crosses the touch line. Trainers will still be responsible for getting the player being replaced off the field before the interchange player can go on.

The referee will not call a time-out or delay the recommencement to allow the interchange to take place.

ii) Otherwise, Interchanges must not be made after the referee has ordered a scrum until after the scrum has been completed (the referee may use his discretion to allow a seriously injured or bleeding player to be interchanged). The Player leaving the field may do so at any time, but a Player cannot enter the field until the ball emerges from the scrum.

(c) At the start of the competition each League will be provided with a set of official interchange cards numbered 1-10 (plus free interchange cards, one red for fouled player and one green for subsequent free interchange) incorporating the team logo. Leagues are to hand the Green card to the interchange official prior to the commencement of the match

(d) It will be the responsibility of each Club to have these cards available for use during all matches

(e) Immediately before the commencement of the match an official from each team should remove the interchange cards from the folder and retain the cards on the bench for use during the match. The empty folder must be handed to the Interchange Official so the cards can be replaced in the folder as each interchange is affected and returned to the League at the completion of the match

(f) As each interchange is to be made, the interchange player must report to the interchange official with an interchange card in sequential ascending numerical order (i.e. 1st interchange will hand over No.1, 2nd interchange will hand over No. 2, etc. The last interchange player will hand over No. 10) for presentation to the interchange official. If a 'free' interchange is permitted under Rule 24.8(a) the interchange player must present the red free interchange card to the interchange official. The interchange official will then provide a green free interchange card to the fouled players bench for use by the next interchanged player. In all cases it is the interchange player who must personally present the card to the interchange official (i.e. Trainers are not permitted to carry or present the card on behalf of a player)

(g) The interchange Player must retain possession of the card until the Interchange Official approves his entry onto the field of play by taking the card from him after the replaced player has left the field of play. The acceptance by the interchange official of the card provides the only valid authorisation for the player to take the field. Unless and until the interchange official accepts the card, the interchange player will not have approval to enter the field of play and must not attempt to do so. Interchange players must not under any circumstances pressure the Interchange Official to take the card, irrespective of whether the replaced player has already left the field of play. An interchange for the purposes of these Rules will be taken to have occurred (and counted for the purposes of calculating the Team's total interchanges) once the card is accepted by the interchange official, even if the interchange player's Team then decides not to proceed with the interchange with the consequence that the interchange player does not take the field of play.

(h) If a player reports to the Interchange Official without a card, he will be sent back to the bench to obtain a card before the interchange will be allowed to proceed.

(i) The Interchange Official will retain all cards until the end of the match to indicate the number of interchanges used by each team. Cards will then be returned to each League.

(j) Only official interchange cards issued by the CRL may be used for the purposes of interchange. If a team loses or damages their cards, the CRL Operations Manager (or his nominee) must be contacted and requested to issue replacement cards.

(k) An interchange Player must enter the field in an on-side position after reporting to the Interchange Official and after receiving the approval of the Interchange Official to enter the field of play and after the replaced player has left the field of play

(l) A maximum of two (2) interchange Players can report to

the Interchange Official at any one time. Other players must remain on the bench until the two interchanges being managed by the Interchange Official have been affected.

(m) In matches that go into extra time, the Interchange Official must hand back the interchange cards numbered 1 & 2 to each Team so that these cards can be used for the additional interchanges permitted during extra time. Any unused cards from regular time must be used. In Reserve, and Under 18 - six replacements may be used and the 19 players interchanged at any time. In Third Grade (Regan Cup) - seven replacements may be used and the 20 players interchanged at any time. In Women's League Tag - unlimited replacements may be used and the players interchanged at any time.

6. Interchange of replacement players. An area must be marked near half way where replacement players must report and they will be advised to report to the nearest Touch Judge before entering the field. The home club shall be responsible for the appointment of an official to control the above. The opposing club may also appoint a similar official if they so desire. No interchange of players can occur once a scrum has been ruled. Except in the case of serious injury or blood bin.

7. Bleeding Players. Any player who is bleeding must immediately leave the field of play as directed by the referee. The

player may return to the field once the bleeding has stopped after reporting to the Touch Judge.

8. Sin Bin. Players sent to the Sin Bin must be escorted by a team official to a place designated by the home club. A player returning to the field from the Sin Bin must advise the nearest touch judge and proceed onto the field in an on-side position. The period a player is absent from the field does not affect his eligibility to be a replacement in First Grade.

9. Players Sent From The Field. All players sent from the field of play by the referee for misconduct must leave the playing area and resume their ordinary attire. Players must sign the report form provided by the referee. It is the responsibility of team managers to insure the players are available to sign the form when required by the referee. The home club must advise the Publicity Officer of the names of any players sent from the field.

10. Ground Arrangements. Only accredited team trainers (League Safe / First Aid Officer) are permitted near the touchline and they must be attired in correct shirts, specific to their accreditation. Trainers must not obstruct touch judges in the performance of their duties. All other persons including officials, coaches, managers and replacement players are not permitted inside the fenced or roped area of the ground.(e.g. fenced or roped area is where the public is not permitted). For match day each club is to appoint a Ground Manager who must be clearly identified by apparel supplied by the League. The name of the Ground Manager must be displayed at the Ground canteen. It is the responsibility of the home club to make every effort to ensure the safety and well being of all referees prior to, during and after games. Teams must be in their change room, ready to commence game five minutes prior to the scheduled starting time.

Sports Trainers (First Aid Officers)

Every team must have at least one Sports Trainer (F.A.O.) with current accreditation to enable a match to commence. Referees have been instructed not to commence matches if this requirement is not adhered to. This is a CRL of NSW directive and a very important insurance requirement.

Team Liaison Officers (TLO)

Team Liaison Officers (TLO) are now compulsory at all matches (one per each club involved in a match) as first point of contact for Ground Managers should an incident occur. Vests will be provided by the home club and must be worn by the appointed Team Liaison Officer. Referees have been instructed not to commence the match if this requirement is not adhered to.

N.B. Prior to match commencement and prior to both teams entering the field of play, a representative from both the home and opposition teams must report to the Ground Manager (who will be at the half way line) and provide details of each team's Sports Trainer (First Aid Officer) and Team Liaison Officer (TLO). Once both teams have advised this detail the Ground Manager will then signal to the referee that the match can proceed.

11. Coach/Referees - All referee contact is to be made through the league referees co-ordinator.

12. Players Admission/Passes. All First, Reserve and Third Grade (Regan Cup) players are to pay admission to games. Under 18 players and Women's League Tag players will be issued with passes to be collected by gate keepers each week and then returned to the team manager. During the final series all players will pay admission unless otherwise decided by the league.

13. Deferred Games. Any deferred game must be played during the week of seven (7) to fourteen (14) days after deferment unless the League Executive or Board considers there is good reason to play the game on another date. When exceptions are made then the Board is to provide a written explanation of the reasons why to all constituent bodies. Forfeits: Clubs forfeiting will be fined the amount of \$1000.00 (First Grade), \$750.00 (Reserve Grade), \$500.00 (Under 18's, Third Grade and Women's League Tag) , unless Forty-eight (48) hours notice is given , whereby the fines will be halved. Forty percent (40%) of fine amount will be forwarded to the club receiving the forfeit provided an invoice for the amount is sent to the league and only after the fine payment is received by the league from the club who forfeited.

14. Results. The home club is to telephone scores and scorers in all games to the nominated Group representative as soon as possible after games. First Grade report to include best players, halftime scores, scrums and penalties and a 3, 2 and 1 on the game.

15. Team Qualifying Positions for Final Series / Format / Rules and Extra Time in Final Series.

- a) At the conclusion of matches in the Competition rounds as provided for in the Draw, all teams will be ranked in

descending order according to the number of competition points accrued during the season, subject only to any other provisions of the Group/Division Rules regarding the deduction of competition points

b) Positions in the Finals Series will be determined on this basis subject to the number of teams to be included in the Finals Series as determined by the Group/Division

c) At the conclusion of matches in the Competition rounds provided for in the Draw, if two (2) or more teams are equal in competition points, rankings will be determined according to the following criteria from the total results of all matches played in the Competition rounds:

i) Greater positive difference between points scored for and against, then if equal,

ii) Greater percentage of points scored for and against, being determined by:

Points scored for x 100

Points scored against 1

Then if equal,

iii) most tries scored, then if equal,

- iv) most goals kicked, then if equal,
- v) most drop goals kicked, then if equal, by the toss of a coin
- d) The format for the matches to be played in the Finals Series will be as determined by the Group/Division prior to the commencement of the competition (recommendations for the playing of four (4) and five team Finals Series are attached).

EXTRA TIME.

- e) If scores are equal at the conclusion of normal time in any Finals Series match, then in such matches, including the Grand Final, a period of extra time shall follow whereby the first scorer of any point or points (field goal, penalty goal or try) will immediately be declared the winner. If a try is scored in extra time the conversion kick will not be permitted.
- i) The commencement of the period of extra time shall be determined by the toss of a coin as described under the Laws of the Game
- ii) If no point or points have been scored after a period of five (5) minutes, the referee shall cease play and the teams shall immediately change ends

iii) The team that did not kick off to commence the initial period of extra time will kick off to commence the second period

iv) Play shall then continue on an unlimited time basis until the first point or points have been scored to determine the winner of the match

f) In all cases Finals Series matches will be played at venues determined by the Management Committee of the Group/ Division

g) All Finals Series matches are under the control of the Group/ Division and are considered neutral matches.

i) The Management Committee will issue specific requirements to each Club which qualifies to host Finals Series matches

ii) If any of the Finals Series Host Club Requirements are not met by the Host Club the Management Committee of the Group/Division may impose penalties

h) All revenue from Finals Series matches shall be retained by the Group/Division

FOUR TEAM FINALS SERIES FORMAT

i) The first four Clubs in competition points shall meet in the semi finals

j) The Club standing third in competition points shall play the Club standing fourth in the Minor Semi Final

k) The Club standing first in competition points shall play the Club standing second in the Major Semi Final

l) The winner of the Minor Semi Final shall play the loser of the major semi final in the Preliminary Final

m) The winner of the Major Semi Final shall then play the winner of the Preliminary Final in the Grand Final

FIVE TEAM FINALS SERIES FORMAT

n) The first five Clubs in competition points shall meet in the semi finals

o) The Club standing fourth in competition points shall play the Club standing fifth in the Minor Qualifying Semi Final

p) The Club standing second in competition points shall play the Club standing third in the Major Qualifying Semi Final

q) The winner of the Minor Qualifying semi final shall play the loser of the Major Qualifying Semi Final in the Minor Semi Final

r) The winner of the Major Qualifying Semi Final shall then play the team standing first in competition points in the Major Semi Final

s) The winner of the Minor Semi Final shall play the loser of the Major Semi Final in the Preliminary Final

t) The winner of the Major Semi Final shall play then the winner of the Preliminary Final in the Grand Final.

16. Recording or Filming of Final Series Matches. The use of any device (video or DVD recorder etc.) to record or film final series matches is forbidden without the express permission of the Senior Board of Management. Any person refusing to comply will be escorted from the ground.

17. Playing Attire (Jersey Numbering)

a) All playing members of each team (in all grades) must wear a uniform playing strip i.e. the jersey, shorts and socks of each player must match exactly that of all of his team mates in colour / colours and design.

b) The numbering on the rear of the jersey must be a minimum height of 250mm.

- c) The colour of the numbering must be of complete / direct contrast to the colour of the body of the jersey to ensure that the numbers are easily visible / distinguishable from a distance.
- d) Each player must wear a different number to that of each of his team mates.

18. Representative Selection Procedure

- a) When the Selection Committee is appointed by the Board a Chairman/Convenor is also appointed.
- b) The Chairman/Convenor will be responsible for calling the committee together and drawing up a roster if applicable for members to view games.
- c) A list of training sessions should be given to each selector and committee members should attend wherever possible.
- d) If a selector is not able to attend a training session the Chairman should be advised. Each selector should advise of a phone number they may be contacted on in the event of team changes etc.
- e) The Chairman should forward a short report on the committee's activities at the conclusion of their duties each season.

- f) Clubs will be advised of players selected from their teams and they must be contacted and the Group advised in writing, no later than 24 hours after receiving notice, that all players have been notified of their selection.

19. Withdrawing from Representative Teams

- a) Any player selected by the League to play in any Group, Division or any other representative team shall make himself available therefore and play as required. The selection committee may, by majority vote, exempt a player from this requirement if a player makes application in writing and shows good and sufficient reason for such exemption
- b) Any player withdrawing without the sanction of the selection committee shall be suspended from playing until the Monday after the conclusion of the representative series. (Under the current representative arrangements, that would be at the conclusion of Group 7 and the Greater Southern Region commitments in the Country Championships).
- c) The Board of Directors could take further action on any such player by way of fine or suspension upon a recommendation from the selection committee.
- d) A player claiming to be medically unfit for the game he has been selected for must provide either a doctor's certificate and/or injury assessment from a registered sport treatment facility (chiropractor, physiotherapist etc). Said player will be ineligible to play until the day after the game he was selected for.

20. Qualification of Players for Final Series. Players are eligible to play in any grade at any time with the exception of Semi-Finals, Finals, Grand Finals and Play-Offs. For the purpose of Semi-Finals, Finals, Grand Finals and Play-Offs:

- a) A player must have played in five (5) games on separate weekends, in any grade in a season, to be eligible to play in any grade in the finals series. Clubs may appeal to the Senior Board of Management for consideration should a player have extenuating circumstances
- b) A player's qualification is based on the last five (5) games he has participated in, in any grade, if he is to qualify for that particular grade or higher, to play in any final series matches.
- c) Any registered player of the St George Illawarra RLFC or the Illawarra Steelers RLFC (Grade or Junior Steelers) playing with an Affiliated Club in the South Coast Rugby League must have played at least fifty 50 per cent of the second round with that club (does not include byes) to be eligible to play with that club in the final series.
- d) Players in the Illawarra Steelers RLFC (NSW Cup) and/ or St George Illawarra RLFC are ineligible to play within the South Coast Group 7 Rugby League unless specifically given permission by the Board of Directors.
- e) If a club has qualified to play in one or more grades in the final series there can be free movement of players as long as those players have qualified for that grade under rule 19.0 a), providing both grades are still alive in the final series on that given weekend.

f) The qualifications of players of all grade teams for the final series must be submitted to the General Manager for perusal and action not later than four (4) days prior to the fixtures. Decisions on qualifications shall be final.

g) By way of clarification, the words "participated" or "played" are to mean the player was nominated in the team (1-17) first grade or (1-19) reserve grade and Under 18's or (1-20) VB Regan Cup, at the commencement of the game, i.e. signed the "Match Result Form" whether the player takes the field or not.

h) When a player is called upon to replace a player in any grade, for the purpose of his eligibility for play offs, semi finals, finals and grand finals, he shall be regarded as having played in the lower grade, but for record purposes shall be credited with having played both grades. This means that any player who plays more than one grade on the one day, irrespective of whether he starts the game or is an interchange player, shall be regarded as having played the lower grade for qualification purposes (finals etc.) but for record purposes (number of games), the player shall be credited with having played in both grades.

i) The qualification period shall end at the conclusion of the competition rounds

j) Any player who, after being called on to play in a higher grade, shall fail or refuse to do so, may be disqualified by the Board for the remainder of the season unless the Board is satisfied he has good and sufficient reasons for so acting. A player replacing a player representing the League or other representative match on the day on which a competition

match takes place, shall be deemed not to have played in a higher grade, provided that it has been previously specified.

k) Matches forfeited shall be deemed to be matches played for qualification of players provided team sheets are received within the prescribed time and players have signed the sheet. (Note. Once a team has forfeited three (3) times they are deemed to have withdrawn from the competition and their scheduled games are not regarded as forfeit.

21. Third Grade Qualification (Regan Cup). Any player who played more than eight first grade games in any competition in the previous season is not eligible to play the Third Grade (Regan Cup) competition except where a club fields first and/or reserve grade teams. Players over 30 years of age are exempted from this rule. In addition on an individual case basis players may apply to the General Committee for exception to this rule.

22. Coaches and Trainers Accreditation. It is the responsibility of all clubs to ensure their coaches and trainers hold current (and correct) qualifications. Clubs are to ensure a copy of their qualifications must be forwarded to the General Manager prior to the commencement of the competition.

23. Registration of Players.

a) A Registrar and Qualifications Committee shall be appointed annually by the Board of Directors. The Registrar on behalf of the Qualifications Committee recommends to the Board of Directors (for decision) any action necessary by way of deduction of competition points, fines etc. on any club playing an unqualified or unregistered player.

- b) All players must be cleared and registered on the Australian Rugby League national data base prior to playing any game including trials, tournaments, 7's, 9's etc. as well as competition matches.
- c) Any person playing under an assumed name shall be registered in his proper name on recorded on both registration and official team sheets.
- d) It is the responsibility of the Club to supply a correctly completed Australian Rugby League National Player Registration Form for any player not registered with that club in his last playing season. The league will inform the club when the player is cleared and registered which can take up to ten working days. Clearance sought for players of a club, which has been dissolved or become defunct, will require a clearance certificate from the CRL to be eligible to play.
- e) Clubs are expected to clear players immediately upon request unless specific reasons have been previously outlined to that player. In the event the General Manager receives a request from a new club that a clearance is not being issued and unless a detailed response is returned (providing full details of non release) within 10 working days from the date the request was lodged on the Australian Rugby League national data base, the League shall have the right to provide said clearance.
- f) Notification by facsimile or electronic mail registrations will be accepted up until 5.00pm on the Thursday prior to the match the player is to participate in. The above only applies to re - registration of players that were registered with the same club the previous year. Ten working days needs to be allowed for players requiring clearances from other clubs. The ten working days commences from when the General Manager receives the

completed and signed original Australian Rugby League National Player Registration Form.

- g) All registration forms received by the General Manager must be fully completed and legible for a player to be registered.
- h) Any club playing an unregistered and/or unqualified player in a team, the club shall be fined \$100 for that team. If the same team plays an un-registered player for a second or subsequent time, the club will be subject to a fine on the basis of double the previous fine for that team (eg: 1st Offence - \$100; 2nd Offence - \$200; 3rd Offence - \$400).
- i) Any club playing an unregistered or unqualified player shall forfeit any competition points gained in the particular match.
- j) All fines under (h) above are due and payable within 14 days of receiving the notice from the League. Failure to pay by this date may lead to the disqualification of the club from the competition.
- k) After the closing dates for registrations (30th June each year), the Qualifications Committee shall meet and check all registrations and confirm they are qualified under the rules of the League. No club or person will have the right to challenge the qualification of any player after a period of 14 days from the date of the meeting.
- l) Prior to the commencement of the semi final series, all registration fees due and payable are to be paid to the CRL and / or League) otherwise said club will not be eligible for inclusion in the final series.

m) Any club aggrieved by the decision of the Registrar or Qualifications Committee (endorsed by the Board) may appeal (subject to rule k) within 7 days of receiving notification of the decision from the League. The appeal shall be accompanied by a fee of \$100 which will be refunded provided the Board of Directors does not believe the appeal was frivolous.

n) A player under disqualification shall be granted a clearance and allowed to register prior to 30th June, but must complete his term of disqualification before being permitted to play.

o) Every player required by the Group to play in any Group or other Representative team shall make himself available therefore and play as required. Players making themselves unavailable for representative matches (without exemption from the Selection Committee) will not be eligible to participate in competition fixtures until the completion of the championships in which the representative team is participating.

p) No constituent League or club shall permit any team to participate in any match competition or fixture with or against any organisation not subject to the control of the Constituent Body of the League.

q) No Constituent League or Club or any official thereof or any player shall enter into any contract restricting or limiting in whole or the control over any player vested in any authority under the constitution of the League and no contract purporting to debar any player playing or training with any Australian, Interstate, Combined Country team shall have any effect.

24. Competition Points

a) Competition points will be awarded on the following basis:

Win = 2 competition points / Draw = 1 competition point /
Loss = 0 competition points.

b) Club Championship Points will be awarded on the following basis - Competition points multiplied as below per grade:

First Grade x 8 / Reserve Grade x 6 / Under 18's x 4 / Third Grade x 2 / Women's League Tag x 1.

25. Interchange Bench / Player Dug-Out

A maximum of three trainers only are allowed in the players dug out per match (i.e. 2 x league safe & 1 x f.a.o. / sports trainer or 1 x league safe & 2 x f.a.o./sports trainer).

Coach and manager only are allowed in the players dug out – no other officials. Should the coach be a playing coach another official can take his place.

Replacement players only (fully dressed in playing gear) are allowed in the players's dug out.

No other people (including children and/or injured players) at any time are allowed in the players dug out and must remain behind the rope / fence. Clubs in breach will be fined. There will be no warnings.