

COLLEGE RUGBY LEAGUE - COMPETITION RULES 2022/23

1. APPLICABLE OPERATIONAL RULES

- 1.1 College Rugby League (CRL) sits within tier five of the RFL competition structure. All teams participating in the CRL are bound by the RFL Operational Rules and associated policies for Tiers Four, Five and Six (Operational Rules).

2. MEMBERSHIP

- 2.1 Entry into the College Rugby League competition is open to all colleges, sixth forms and training providers playing rugby league who meet the RFL mandatory safeguarding requirements.
- 2.2 Applications from new colleges must be submitted in writing to the Competition Officer by the date specified each year. Membership shall be granted to a college for one season only and all colleges must reapply for membership each year.
- 2.3 The annual subscription for membership of a structured league shall be £75 per team and £15 per cup entry. Non-heartland teams will be subject to a reduced £30 fee for league entry.
- 2.4 Subscription for membership of the League shall be reviewed annually and paid by 30th November each season. Any team not having paid its annual subscription by 30th November will not be allocated competitive fixtures for the remainder of the season until such fees are paid.
- 2.5 Each College will be required to ensure that the Volunteers listed below are appropriately qualified and registered on GameDay:

Role	Qualifications	Requirement (i.e., per team, per club, present at matches)
Coach (Licensed)	Level 2 Coaching Qualification Valid DBS Safeguarding and Protecting Children CoachRight Course relevant to age group coached UKAD Introduction to Clean Sport course Signed Coaches Code of Conduct	1 Per Team (Player ratio 1:16)
Club Welfare Officer	Safeguarding and Protecting Children Course Time to Listen Course UKAD Introduction to Clean Sport course Valid DBS	1 Per Club
First Aider	HSE approved Emergency First Aid Qualification & the RFL Concussion Course. Valid DBS	1 Per home Club in attendance at each match

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3. COMPETITION STRUCTURE

- 3.1 The League competition tables shall be compiled by the RFL, the positions in which shall be determined by the number of competition points gained with points being awarded as follows: two points for each Match won; and one point for each Match drawn.
- 3.2 The Club with the highest number of points shall be at the top of the league table and the Club with the lowest shall be at the bottom. Where Clubs have an equal number of points their relative positions shall be determined by points difference so that the Club having the greater points difference is placed above the Club with the lesser points difference. The points difference is calculated by subtracting the points scored against the Club from the points scored by the Club. If that still leads to a tie, then the Club with the greater points percentage during the Season will be placed in the higher position. The points percentage is calculated by dividing the number of points scored by a Club by the number of points it concedes and multiplying by 100. If the positions are still equal, positions will be determined by the toss of a coin which shall be carried out at such time and place as the RFL shall direct and those Clubs concerned shall be entitled to witness the toss.
- 3.3 The notional scores in forfeited games shall be 24-0 and a points deduction of 1 point. The League and Teams will work to ensure, where possible games are played. 24-0 will only be used as a last resort.
- 3.4 If a team withdraws from the League, then the points from the teams remaining fixtures shall be awarded to their opponents in line with competition rule 3.4, until they have completed one fixture against all teams within their division. If a team completes more than one fixture against another team within their division, the same method will apply until they have completed two fixtures against all teams within their division.
- 3.5 If a club is expelled or suspended, its record will be expunged, irrespective of how many games that club has played.
- 3.6 The League will operate a top four play-off format for the Premier Division. The play-off format will be as follows: 1 v 4, 2 v 3 with the highest placed team having home advantage.
- 3.7 Cup Fixtures**
- 3.7.1 In accordance with Operational Rule B3:2:2 Cup ties will take precedence over League Matches.

4. START AND END DATE OF THE COMPETITION

- 4.1 The RFL shall determine the commencement date of its competition and the date upon which it shall cease, these dates will fit between the 1st September and 31st May in any year.

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5. PLAYER REGISTRATIONS/ELIGIBILITY

- 5.1 All players should be registered in accordance with the Operational Rules. There is no restriction on the maximum number of players allowed to register per team in the College League, however fifteen is the minimum number per team and scheduled fixtures will be refused until 15 players are registered.
- 5.2 New Players can be signed on 'on the day' using the GameDay system. Clubs are responsible for ensuring that a player is eligible to play for them before allowing the player to play. A Competition Officer/Administrator can be contacted on match day to check a player's eligibility.
- 5.3 All participants in the competition must be recorded on the Individualised Learning Record (ILR) by the institution. They must be on the ILR of the institution which is drawing down funding as a continuing student at the time of the match. Students on the ILR who are registered as completed, withdrawn, or transferred are not eligible to play.
- 5.4 All participants in this competition must be over 16 years of age at midnight on 31st August in the academic year of participation (birth date on or before 31st August 2006). The upper age limit for any participant in this competition is a birth date on or after 1st September 2003.
- 5.5 Any institution submitting false information or playing an ineligible player(s) may forfeit the match.
- 5.6 Professional players are eligible to play within the CRL Competition and there is no restriction on the number of these players that can register. There is however a restriction on the number of Professional players that a team may play on a match day. The current limit is 5 unless mutually agreed by both sides. The Competition Officer should be made aware of any such agreements prior to the fixture taking place. Professional players should be indicated on the team sheet by placing a 'P' next to the players' name.

6. FIXTURES

- 6.1 All games must be played as per the fixture list, or the points for such games forfeited, unless an alternative date mutually agreeable by both teams and the Competition Officer can be sought. Any club wishing to rearrange a fixture must consult their opponents, agree a new date, and submit the request to the Competition Officer. If clubs cannot agree a new date within 14 days of the original postponement, then the competition officer will issue a new date for the fixture. If the fixture is not played as instructed by the competition officer, the points will be awarded to the non-offending club.
- 6.2 Fixtures within the Regional Leagues (those outside of the Premier Division) are subject to greater flexibility. The League and Clubs will work to ensure, where possible, games are played. The awarding of games will only be used as a last resort.
- 6.3 Any club desiring to arrange a friendly must seek permission from the Competition Officer. No friendly fixtures shall be arranged on a League fixture date without prior approval of the Competition Officer.

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- 6.4 Clubs must accept fixtures given at seven days' notice by the Competition Officer.
- 6.5 Any club failing to play a fixture on a scheduled date will be made to play the reverse fixture, if it has not already been played or forfeited, on their opponents' ground.
- 6.6 Any club failing to fulfil a fixture must pay reasonable expenses to the non-offending club, as determined by the RFL. This may include the referee's full fee and expenses.
- 6.7 If a club running two or more teams is unable to raise a team on any particular day, then the highest ranked team fixture must be played.

7 MATCH DAY OPERATIONS

- 7.1 All games shall, unless there is mutual agreement between competing clubs to the contrary, be organised and staged on Wednesday afternoons with a kick-off time scheduled for 2.00pm. Clubs are encouraged to accommodate any requests by their opposition for alternative dates and kick off times to ensure games take place.
- 7.2 To maintain the continuity of the playing programme the Competition Officer shall be empowered, if necessary, to bring forward to an earlier date, fixtures scheduled for later in the season.

8 Team Sizes

- 8.1 A maximum of 17 players may be named for each side taking part in a fixture including league and cup fixtures, play-off games and finals. The maximum number of players can be increased to 20 - subject to the agreement of the opposition. If agreement is not sought or permitted with opponents, then a maximum of 17 players may be named. For any fixture, this must be confirmed by Tuesday evening prior to the game with the appointed referee and Competition Officer.
- 8.2 Within the Regional Leagues (those outside of the Premier Division) there are no restrictions on team sizes, both maximum and minimum. Team sizes should be discussed and agreed between opposing teams in advance of the game. Teams are encouraged to be accommodating to ensure games take place wherever possible.
- 8.3 A maximum of 5 professional players can be involved in any match day squad unless mutually agreed by both sides. The Competition Officer should be made aware of any such agreements prior to the fixture taking place. Any agreement to increase the number beyond 5 should be agreed by 5.00pm on the Monday before the fixture at the latest.

9 Contacting Opponents and Kit Obligations

- 9.1 In accordance with the Operational Rules it is the responsibility of the home College, during the week preceding a game, to contact both its opponents and the relevant Match Officials regarding team colours and ground directions. For the Premier Division this should be done no later than the Friday preceding the Wednesday fixture. For all other divisions this should be done by no later than 5pm on the Monday preceding the Wednesday fixture.

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9.2 In the event there is a clash of colours the away team must wear an alternative strip.

10 Medical Requirements

10.1 It is the requirement of each Home Club to ensure that a First Aider is in attendance at each game. In the event that there is no first aider then the match official will not permit a game to take place.

10.2 First aiders should be listed on the team sheet and are required to register on the GameDay system as a volunteer.

10.3 In the event a player sustains an injury to the head, the Match Official will stop the game and ask for the first aider to attend to them. If the first aider suspects concussion the player should be removed from the field of play. If the player refuses to follow the first aider's advice, then the Match Officials can hold up play until the player follows the instruction of the first aider. Advice for managing concussion can be found [HERE](#).

10.4 In the event there is a serious injury or concussion at a Match this must be reported using the GameDay system. Reports are added in the post-game section which is the same area as where results are added. It is imperative that any head injuries are reported on the system as this information has to be provided to the insurers.

11 Team Sheet

11.1 Official team sheets must be completed correctly before the commencement of matches and shall be signed by a recognised official from each club and the Match Official.

11.2 Completed team sheets should include the full forename and surname (no initials), of all participants and must be sent by the home club official to competitions@rfl.uk.com. Details of the man of the match from both the participating clubs must also be included.

11.3 It is the responsibility of both clubs to ensure that the team sheet information is entered on the GameDay system within 48 hours following the completion of the game.

11.4 Professional players should be indicated on the team sheet by placing a 'P' next to the players' name.

12 Reporting Results

12.1 The home club, in consultation with the Match Official and designated officer from the opposition, must agree the result immediately on completion of the game and enter the result on GameDay within 24 hours.

13 Abandonment of Games

13.1 If a game is abandoned with more than three-quarters of the playing time elapsed, the result shall stand unless otherwise determined by the RFL. If less than three-quarters of the playing time has elapsed the RFL, at its sole discretion, may order a game to be re-played.

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14 Postponements

- 14.1 In the event of the home club suspecting that its ground will not be fit for play owing to adverse weather conditions or other cause, the home club must immediately call a Match Official on the approved list recognised by the RFL to carry out a ground inspection. If the Match Official states the ground is not fit for play, and in their opinion, there is no chance of it being so before the scheduled kick off, then that decision must be communicated immediately to the visiting Club, appointed Match Official and the Competition Officer.
- 14.2 All postponements must be notified to the Competition Officer by 12 noon on a Wednesday.
- 14.3 In the case of both a no-fault or mutually agreed postponement, if Clubs cannot agree a new date within 14 days of the original postponement, then the Competition Officer will issue a new date for the fixture.

15 DISCIPLINE, SUSPENSIONS AND FINES

- 15.1 An RFL discipline panel is in place to deal with all discipline matters arising. The disciplinary panel shall have the full power to expel, suspend and/or fine any club, player, official or other person, subject to the Operational Rules, found guilty of misconduct and/or breach of these rules and/or breach of the Operational Rules and to order them to meet any costs incurred.
- 15.2 A written report of a Match Official on the misconduct of any club, player or official must be sent via email to the Competition Officer with a copy to the offending club for receipt inside 48 hours from the conclusion of the game.
- 15.3 Reports of brawling – defined as three or more players involved - should via email be sent by the Match Official, for receipt within 48 hours of a game's conclusion, to the Competition Officer. Separate copies of the report will then be forwarded to the clubs concerned.
- 15.4 Any club which does not receive, within 48 hours, a report outlining a dismissal or brawl having occurred should contact the Competition Officer immediately. The failure of a club to receive a written report will not prevent action being dealt by the relevant discipline committee.
- 15.5 Unedited DVD evidence shall be an accepted method through which to defend or confirm the alleged actions that have been reported to the committee by a Match Official.
- 15.6 A player's suspension shall commence on the Wednesday following the meeting at which the suspension was imposed, with the exception of any suspension of six matches or more which shall take immediate effect.
- 15.7 All organised competition games provided that they were arranged prior to the player's offence may be counted towards his list of suspended games.
- 15.8 A suspended player is not permitted to play in any other game of Rugby League until any fines are paid and his suspension is served, and the completed Notification of Games Served Form has been completed and received and approved by the Competition Officer. For clarity, if a player is suspended following an incident in a College RL fixture and is also registered for a Community Club, the player cannot play for their Community Club until the suspension has been served. Any player or club violating this rule will be fined not less than £100 and the offending player shall be suspended for a further six matches and will not be able to play

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until such time as the fine is paid. In the event of a game having been won by a club fielding a player under suspension then the competition points gained shall be forfeited automatically. The RFL, should it deem appropriate, reserves the right to apply other sanctions which may include a club's suspension or expulsion from the competition.

16 **APPEALS**

- 16.1 All appeals against disciplinary sanctions imposed by the RFL are to be dealt with by an independent RFL appointed panel.
- 16.2 Clubs who have the right to appeal may do so within 14 days of a decision made. A £40.00 fee, payable to the "RFL", should be submitted together with an accompanying letter outlining the reason why the appeal is sought. This must be forwarded to the Competition Officer.
- 16.3 An appeal by a club may be based solely on the following grounds: a) the finding of guilt or b) the severity of sentence imposed.
- 16.4 No member of the Discipline Panel actively involved in a decision taken at the initial hearing other than the Competition Officer - who has no voting rights - shall be permitted to adjudicate on matters which will be the subject of appeal.
- 16.5 Adjudication by the Appeals Panel precludes the right of individual players or their clubs towards seeking a further representation.