

## **RULES AND BY-LAWS OF THE GOLD COAST** **DISTRICT JUNIOR RUGBY LEAGUE.**

These updates have been completed by the Executive of the GCDJRL on *12<sup>th</sup> April 2010*. All old copies should be disregarded and these should be issued to all members of the Executive Committee of each and every Club.

### **Amendments:-**

These Rules and By-Laws may be added to repealed or amended at a Special Meeting of the Management Committee of which not less than fourteen (14) days notice shall be given to all affiliated Clubs and enfranchised members, specifying the proposed addition/repeal/or amendment of or to these Rules and By-Laws.

Notice of a proposal for an alteration of the Rules and By-Laws shall be given in writing and may be made by the Executive of GCDJRL or any two (2) Affiliated Clubs.

A resolution for the alteration shall not be carried out unless it has two thirds (2/3) of the votes given on such resolution. Any proposal for an amendment already considered in any calendar year whether carried or rejected may not be brought forward again in the same calendar year.

All amendments will be added to this document and are in bold italic print on acceptance and each change will be forwarded to South East Division for ratification.

No Division or Local League Rule or By-Law can conflict with a QRL Rule.

South East Queensland Division must first approve any amendment, addition or alteration.

**Judiciary:-** Refer to QRL Rules Discipline/Procedures.

A player suspension must be for or up to and including a specified time eg suspended until midnight 25 August 2000.

Schools and Junior uniform suspension system – refer QRL Administration Handbook Section 4.

**Discipline:-** Refer to QRL Rules – Discipline/Procedures.

**Appeals:-** Refer to QRL Rules – Appeal.

**Appointment:-** Refer to QRL Rules – Local League Rules (Referees Appointment Book).

**Board**

### **Representative Teams:-**

Applications for the positions of Coach, Manager, Trainer and Selector must be advertised a minimum of fourteen days prior to closing date. Coaches and must have minimum qualifications required. A Coach or Selector of a representative team will not be permitted to coach or select an age group in which his son is a candidate.

### **Trials/Social Matches:-**

No Affiliated Club or member thereof shall participate in any football matches or trials not directly under the control of the Local League without first making application in writing for permission of the GCDJRL Executive to do so. Any Club, player or member who offends against this rule shall be dealt with by the Disciplinary Tribunal. All games must comply with QRL travel guidelines.

### **Registration Levy:-**

Clubs are required to pay an administration fee to the Gold Coast District Junior Rugby League of \$5.00 per registration per year for Coaching Development.

Clubs are required to pay a player levy to South East Queensland Division for coaching and development and Junior Council costs. The fees will be set by South East Queensland Division annually.

#### **1. Affiliation:-**

All Affiliated Clubs within the jurisdiction of the GCDJRL must register no fewer than four (4) teams annually. Clubs with less than 4 teams will have voting rights on their own age groups only.

#### **2. Grades and Divisions:-**

##### **Under 15/Under 16/Under 17:**

- (a) Subject to team nominations, teams will be placed in either a Premier League (minimum of 6 teams) or Division 1.
- (b) A player may move from Division 1 to Premier League in the same age group.
- (c) The Head Coach in each Premier League and Division 1 is required to submit a team list of his top 13 players to the GCDJRL Registrar by no later than the end of the official GCDJRL Trials at the beginning of the season.
- (d) The nominated 13 players in the Premier League can not play in a lower Division for the season except in Clause (i).
- (e) The Head Coach will have all of the trial games to make a final adjustment to his selection of his Top 13 players if he is uneasy about the last couple of selections.
- (f) A Representative player must be part of your top 13 players in Premier League. If your Club is not fielding a Premier League Team, then he must be named in the player's list of the Division 1 Team.
- (h) Injured Top 13 players, who wish to return to playing through a lower Division, must submit, in writing, an application (through his Club) to the GCDJRL for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.
- (i) If the GCDJRL gives approval (as in Clause i) for the injured player to return through a lower Division, it will only be for a maximum of 2 competition games and then he must return to the higher Division that he was originally nominated for.
- (j) An injured top 13 player from a Premier League can not play in the finals of a lower Division ie an injured Premier League player can not play in the Division 1 final

- (k) Any player who has played half or more of the total amount of competition games for that Season in a higher Division is only eligible to play in that Division ie a Division 1 player who plays 7 of 14 competition games in Premier League can only play in the Premier League Final Series.
- (L) If a Club has two or more teams in the one age group in the same competition, players must remain in the team that they played their first competition game.
- (m) Clubs with 2 teams in one age group must play one team in Premier League and one in Division 1.

**Under 13/Under 14:**

- (a) A player may move from a lower Division to a higher Division in the same age group.
- (b) The Head Coach in each of *Premier League* & Division 1 is required to submit a team list of his top 13 players to the GCDJRL Registrar by no later than the end of the official GCDJRL Trials at the beginning of the season.
- (c) The nominated 13 players in a higher Division cannot play in a lower Division for the season except in Clause (h).
- (d) The Head Coach will have all of the trial games to make a final adjustment to his selection of his top 13 players if he is uneasy about the last couple of selections.
- (e) A Representative Player must be part of your Top 13 players in *Premier League*. If your Club is not fielding a *Premier League* team, then he must be named in the player's list of the next highest Division for that player's age group.
- (f) Injured Top 13 players, who wish to return to playing through a lower Division, must submit, in writing, an application (through his Club) to the GCDJRL for permission to do so. Such an application must contain a Medical Certificate stating the injuries and approval to return to play. Each case will be determined on its own merits.
- (g) If the GCDJRL gives approval (as in Clause h) for the injured player to return through a lower Division, it will only be for a maximum competition games and then he must return to the higher Division that he was originally nominated for.
- (h) An injured top 13 player from a higher Division can not play in the finals of a lower Division ie an injured *Premier League* player cannot play in the *Division 1* Final Series.
- (I) Any player who has played half or more of the total amount of competition games for that Season in a higher Division is only eligible to play in that Division ie a *Division 1* player who plays 8 of 16 competition games in *Premier League* can only play in the *Premier League* Final Series.
- (j) If a Club has two or more teams in the one age group in the same Competition, players must remain in the team that they played their first competition game. Clause c (above) also applies.
- (k) Clubs with 2 teams in one age group must play one team in *Premier League* and 1 team in *Division 1*. If they have 4 teams, a minimum of 2 teams must play in *Premier League*. Once teams have been nominated in a Division, they must stay in that Division.

## **Under 11**

- (a) All teams in each age group will be placed into Conferences as directed by GCDJRL Executive. Conference 1 will comprise teams of a higher ability to those in Conference 2 or 3.*
- (b) If any club has two teams in this age group then one team must be nominated in Conference 1. if they have four teams, minimum of 2 teams must play in Conference 1 & one in each other Conference. Once a team has been nominated in a Conference, they must remain in the Conference.*
- (c) The Head Coach from each team in Conference 1 is to submit a Top 16 list to the GCDJRL by the designated date. All players nominated in the Top 16 must remain in Conference 1 only – they are not permitted to play Conference 2 & 3 competition rounds*
- (d) If a Club has two or more teams in the same Conference, players must remain in the team that they played their first competition game.*
- (e) Players in Conference 2 or 3 may play for the same club in Conference 1 (upward movement) but should a player be promoted for half or more of the season rounds that player will only be eligible for the Conference 1 final series.*
- (f) Players that are promoted up by a club that has two teams in Conference 1 are only permitted to play for one of the two teams for the season (as per 'c' above)*
- (g) Wash out games will not be played in under 11 each team will receive 1 point.*
- (i) Teams must heed to Replacement Player rule 18 in these age groups.*

### **3. Premiership Competition:-**

- (a) In the Under 12 to 17 grades, a Premiership Competition shall be held. The GCDJRL Executive shall decide the commencement date and the number of rounds to be played. Premiership points awarded shall be (2) points for a win, bye or forfeit. (1) point for a draw and no points for a loss. At the conclusion of the rounds, the team leading in points shall be number 1 and the next number 2 and so on.
- (b) Winners of a Grand Final in a lower Division for Under 12/Under 13 will automatically be placed in the higher Division in the new Season. Where Possible
- (c) Wash out games will not be played in under 12's each team will receive 1 point.*

### **Minor Premiers:-**

The team leading in points at the end of the competition rounds shall be the Minor Premiers.

### **Semi-Finals:-**

The teams will meet in the Semi-Finals and Finals as follows: Minor Semi  
- Final - 3 plays 4; Major Semi-Final – 1 plays 2; Preliminary Final – winner of minor semi-final plays loser of major semi-final; Grand Final – winner of preliminary final plays the winner of the major semi-final.

### **4. Under 11 Team Shield:-**

- (a) The top four teams in conference 1 will play off for the Champion Team Shield at the finals series
- (b) The top two teams in Conference 2 & 3 will play off for the Champion Team Plate at the finals series

### **5. Duration of Matches:-**

- (a) All matches shall be played under the laws of Rugby League and unless otherwise decided by the League shall be:
  - Grades 6 as per guidelines as set out by GCDJRL Executive
  - Grades 7 & 8 as per Mini League Rules;
  - Grades 9 & 10 as per Mid League Rules;
  - Grades 11 & 12 as per Mod League Rules;
  - Grades 13 & 14 – 2 x 25 minute halves;
  - Grades 15 to 17 – 2 x 30 minute halves.
- (b) If any match is played less than the proper time, the GCDJRL Executive shall have the power to declare the same as no match.

## **6. The Position Semi-Final:-**

No team shall be eliminated out of the Semi-Finals in any grade by a count back on points for and against. The decision shall be a play-off. Position of other semi-finalists shall be determined by a count back of points for and against where necessary. The exception being the Under 11's where only teams 8 and 9 will play off if on equal points.

## **7. Extra Time in Finals:-**

If at the conclusion of the second half of any final, in the U11's thru to the Under 17's, the score is equal, the Referee shall direct the play to continue for five (5) minutes each way. Such play is to be commenced by a kick-off from the center of the field at the half way line. In age groups Under 13 thru to Under 17, the golden point of (5) minutes each way rule will apply the score remains equal after the extra time is played. In age group under 11 and Under 12, if the score remains equal after extra time is played, the match is to be replayed at the direction of the GCDJRL Executive.

**8. Time Out:-** Time out for injuries will only be permitted in Finals Series.

## **9. President's Cup:-**

- (a) In the Under 12 to U17 grades the two leading teams in each grade at a set date within the season which will be determined by the GCDJRL Executive shall compete for a trophy known as the President's Cup at a time and place to be decided by the GCDJRL Executive. In the Under 11's the top two teams in each Conference will play off for the Presidents Cup.
- (b) In the event of a count back of points for and against to decide the two leading teams, the following shall apply: if any team has received a forfeit, the teams who have played the forfeited team shall be allocated only forfeit points. This rule applies to President Cup games only.
- (c) In the case of the President's Cup, the GCDJRL Executive, as far as possible, shall decide on a time and a place for the playing thereof when the respected teams are not affected by having players unavailable eg school holidays, representative duties.
- (d) If at the conclusion of the second half of any game, in the U11's thru to the Under 17's, the score is equal, the Referee shall direct the play to continue for five (5) minutes each way. Such play is to be commenced by a kick-off from the center of the field at the half way line. In age groups Under 13 thru to Under 17, the golden point rule of (5) minutes each way will apply if the score remains equal after the extra time is played. In age groups under 11 and Under 12, if the score remains equal after extra time is played, the match is to be replayed at the direction of the GCDJRL Executive.
- (e) If the game is drawn at full time, this will be the result recorded for competition points, if necessary, and not the result after extra time.
- (f) For a player to qualify for any presidents cup game they must be completely registered with GCDJRL and have played a minimum of 3 games.

## **10. ARL Foundation Shield (Under 15's):-**

The top Team in the Under 15 Premier League will be given the honor of representing the Gold Coast in this competition.

## **11. Games Under Lights:-**

All matches in Grades 15, 16 and 17 shall be played after 6.00 pm under lights unless requested otherwise by the GCDJRL Executive. Other age groups may play under lights at the discretion of GCDJRL

## **12. Trophies:-**

All trophies shall be decided on by the Management Committee.

## **13. Forfeit Penalties:-**

(a) Forfeits for all Saturday games to be notified to the Appointed Officer by 5:30 pm on Thursday evening. Friday night forfeits must be notified by 5:30 pm on Wednesday evening.

(b) Late Forfeit Fines:

Grades Under 6/7/8 \$25.00

Grades U9/10 \$50.00

Grades U11 to U14 \$200.00

Grades U15 to U17 \$400.00

Along with these fines, the forfeiting Club will also be responsible for the Referees fees for the forfeited game. These penalties will be collected by the GCDJRL and forwarded on to the relevant Clubs.

(c) Forfeit Points:

2 points +20 aggregate for non-forfeiting team.

0 points - -20 plus - 2 points from ladder of forfeiting team

(d) Any team competing in the Premiership Competition/Under 11 Champion

Should they forfeit twice (2) during any given season (this does not apply to trial games). Should the team forfeit a third (3) time, they will be asked to show cause to the GCDJRL why they should be allowed to remain in the competition. By-Law 13 a, b, and c also applies.

## **14. Ground Conditions:-**

It is the responsibility of the Home Clubs to notify the Operation's Manager if their grounds are in doubt for play. District Executive will decide what action to take.

## **15. Postponed Matches:-**

(a) All postponed matches must be played within 14 days at the direction of the District Executive. Any Club not wishing to play the match must forfeit same in the prescribed manner. Should the result of the match have no bearing on the Premiership Points Table, and both Clubs agree not to play the match, then the match shall be declared a drawn result.

(b) Any Club that has 5 or more representative players (excluding school football) participating in a representative fixture may request a postponement.

(c) No consideration will be given for postponement of any Final Series games.

## **16. Player Numbers:-**

(a) In the event of any team playing with more than thirteen players in a Premiership match, it shall be the duty of the opposing Captain to direct the Referees attention to the fact. The Referee shall note the fact on the game card, record the score at the time he/she was advised of the offence and shall order the removal of the extra player/players from the field of play. Any action to be taken against the offending Team/Club shall be at the sole discretion of the Executive Officers.

(b) Should a team have less than thirteen players on the field it may fill the vacant places at any time during the game. A player sent from the field for misconduct cannot be replaced.

(c) All players that take the field of play must be signed on before half time to be eligible to play.

## 17. Player Replacements:-

- (a) Mod Players - any player taking the field at the start of play must complete that half unless injured. All interchanges are to be made at half time. All players listed on game sheet must play one (1) unbroken half of football.
- (b) Any injured player is allowed 5 minutes injury time. If that player has not returned to the field in that time they will not be able to play the rest of the game.
- (c) In the case of extra time in the Finals Series, all players are interchangeable.

## 18. Player Replacement:-

### Under 12:-

Under 11 grade players who sit on the bench for Under 12 grade teams can only take the field in the second half of play as per Mod Rules. Only exception to this rule is the five minute injury rule. If the team has 4 Under 12 reserves on the bench they can not bring up Under 11 players to sit on the bench.

### Under 11:-

Under 10 grade players who sit on the bench for Under 11 grade teams can only take the field in the second half of play as per Mod Rules. Only exception to this rule is the five minute injury rule. If the team has 4 Under 11 reserves on the bench they can not bring up Under 10 players to sit on the bench.

### Combined Teams:-

When clubs combined Teams, and they require more reserves after no players are available, they can call on players from their respective clubs and only a maximum of 4 can be used which equates to 2 from each club.

### Interchange Rule:- U13 to U17's Premiers/Division 1 which ever is higher.

- Each participating team will be allocated two sets of ten (10) Interchange Cards numbered 1-10 by the host club. The Duty Official appointed to the benches will act as the "Interchange Official".
- A maximum of ten (10) interchanges may be made by a team during a match.
- An interchange player cannot enter the field of play until he has reported to the Interchange Official & handed him/her an interchange card & the player he is replacing has left the field.
- If a player is fouled by an opponent & that opponent is dismissed from the field or sin binned & the fouled player is injured as a direct result of the tackle causing him to leave the field immediately, this interchange will not be included as a interchange. However, if the fouled player subsequently returns to the field later in the match, that interchange will be included as an interchange.
- It is the responsibility of the Team Manager to ensure that the team operates within this Rule.
- If a Team is found guilty of a breach of this Rule, it will forfeit any points gained from the match.

## **19. Dangerous Equipment:-**

- (a) Player's equipment must be checked to see that nothing dangerous is worn. A player shall not be allowed to enter the field of play until the offending Item is removed. The start of the game must not be delayed to allow time to do so.
- (b) If the game has already started before the offending item is detected, the player must leave the field of play, if more than a few seconds are required to remove it, and play will proceed without delay. Typical examples of offending items are rings on fingers, earrings, protective pads containing anything of a rigid nature, worn down studs.

## **20. Footballs:-**

- (a) The Referee must ensure that the footballs to be used during the match are of correct dimensions. If a Club fails to provide the correct footballs, the Referee shall report the matter to the League but must not use this as grounds for refusing to play the match.
- (b) For Friday night games, the Host Club is to supply all three footballs.
- (c) The District League is to provide all new footballs for the Final Series.

## **21. Report Referee:-**

A Club is entitled to submit a report on the Referee of any match in which one of its teams is involved. These reports will be forwarded to GCDJRL Executive for investigation.

## **22. Games to Commence on Time:-**

- 22A-(a) The Referee shall summon both teams when about to enter the playing area. The Club is responsible for ensuring that its team is on the field of play ready for kick off at the advertised time.
- (b) If at the advertised time of kick off one team has not made an appearance, a further ten (10) minutes shall be taken. After this period of time, the offending team will forfeit the match.

## **22B- Away Team to supply Duty Official**

- Each Away Team is to supply one (1) Duty Official per team to the host club to be appointed in the approximate area of their club supporters for the sole purpose of maintaining control over their own people.
- If the Away Team can not provide a Duty Official at the time of kick off the match will not commence & it will be deemed a Late Forfeit & the Away Team will be fined as per Rule 13 B "Late Forfeit fine"

## **23. Abandoned Game:-**

Should a game in progress be abandoned due to continued fighting or other causes, ie the lights going out during the game, the Referee cannot award such match to either side but shall forward a report to the League for a decision.

## **24. Player Leaves Field:-**

A player may leave the field of play with the permission of the Referee. A player who has left the field temporarily for attention shall be allowed to return to the field from an outside position when the ball is out of play on notifying the Touch Judge.

## **25. Officials Entering Field of Play:-**

- (a) A Club Official shall not enter the field of play unless summoned by the Referee. If such Official enters the field of play without permission or refuses to leave promptly when ordered to do so, the Referee must report the fact to the League.
- (b) No Coach shall enter the field of play under any circumstances.

- (c) A Trainer may only enter the field of play to treat an injured player down on the ground or during a stoppage in play eg a try scored or penalty goal kick. A Trainer must be a qualified ARL/QRL FAO and wearing the appropriate official attire.
- (d) A maximum of 5 Team Officials and players signed on the game sheet only are allowed at the allocated position inside the defined playing area during the match.
- (e) There is to be 1 water runner only and they must wear the official attire for this position. When a team is in possession of the ball, a Water Runner from that team may enter the field of play to provide water providing he/she enters from behind the attacking line and does not overstep this line. He/she must leave the field of play immediately once he has dispensed the water to the player. When the attacking team loses possession, he/she must also leave the field immediately. This person is to run water only and NOT issue instructions of any kind.

## **26. Player Eligibility**

- (a) Eligible players must be under the age limit at midnight on the 31<sup>st</sup> December in their respective age grouping for the forthcoming season.
- (b) Players must register in their own age group only, but are eligible to play in a higher grade. Players who play four (4) games in a higher grade without having played their own age group on the same weekend cannot return to their own grade.
- (c) Players playing in a higher grade match must state on the game card the grade in which they are registered.
- (d) Players must play at least five (5) competition games (not including byes) in their registered age group before they will be eligible to compete in any finals. Clubs may apply to the GCDJRL Executive for exemptions such as a case of serious injury, forfeited games, cancelled games etc.
- (e) If a team folds during the competition, players who have played three (3) Games in their own age group can transfer to another Club and be eligible for the Finals.
- (f) A player may not play a grade more than one age division than his/her grade in matches under the jurisdiction of the Gold Coast District Junior Rugby League.
- (g) Any Club playing an unqualified player shall lose the match in which such took part. Protest under this rule may be made by any Club or Official of the League and must be lodged with the League Secretary within seven (7) days of such match. A copy of the protest shall in every case be supplied to the Secretary of the Club complained against.
- (h) When a team has been found to have played an unqualified player, the non-offending team shall retain the points scored and nil against, and the offending teams points shall be nil for and the points against retained.

## **27. Over – Age Players:-**

If any Coach or Manager of a Club in the District League is found guilty of knowingly playing a player/players who are over age in any grade, they maybe disqualified for a definite period.

## **28. Games Card:-**

The game card must be signed by the players at the official table prior to taking the field of play. Under 6/7/8/9 grades – Team Officials to fill out the games card with player details. Photo cards must be produced at the time of signing on. Players to sign on thirty (30) minutes prior to schedule starting time for major games. Game cards are to be forwarded to the GCDJRL Registrar by 7.00 pm on the following Tuesday night.

If a team can not provide Photo Cards at sign on the team manager has to the completion of the match to produce the cards. Failure to produce & provide Photo Cards will result in the game being classed as a forfeit which will result in a fine to the club and loss of points to the team. As per forfeit rule.

### **29. Registration of Players:-**

- (a) All players must be registered annually prior to taking part in any match.
- (b) Any Club playing an unregistered player shall lose the match in which such player takes part.
- (c) The registration cards bearing full particulars and a suitable photograph of the player must be lodged with the League, one of which will be endorsed and returned by the League Registrar to the Club and only these copies will be recognized in the case of a protest.
- (d) Dual registrations and qualifications – any Club wishing to dual register players must, prior to playing any such player, have the prescribed dual registration form signed by the player and his primary Club and lodged such signed form with the appropriate bodies.
- (e) Any player who plays the majority of his matches in a Divisional Competition or higher will not be eligible to play in the Junior Finals Series.
- (f) By-Law 27(b) still applies for players signed by the same Club i.e. Juniors and Seniors who choose to play in a higher grade.

### **30. Birth Certificates/Passports:-**

- (a) Birth Certificates or passports are the only acceptable documents for proof of age. Except in exceptional circumstances where this can be amended at the discretion of the GCDJRL Registrar.
- (b) Players in the Under 6 to Under 10 grades having difficulty in acquiring Birth Certificates will be given a leeway for the first round only. No leeway will be given after the completion of the first round except under special circumstances approved by the League Executive.
- (c) Players in the Under 11 to Under 17 grades may play in two (2) matches,( not including trials) only prior to submitting proof of age.
- (d) After proof of age is submitted to the District Registrar, each player will be issued with a registration number which is to be written on the game card.

### **31. Change of Address**

Any player registered with the GCDJRL must notify it of any change of address within fourteen (14) days.

### **32. Player Transfers:-**

- (a) A player cannot transfer to another Club within the GCDJRL if they have obtained Gold Coast or South East Queensland Division representative honors and or Gold Coast Development Squad honors in the current year in ages 13/14/15/16/17.

Exceptions to (a) above are:

- A player can transfer to another Club within GCDJRL if their existing Club does not field a team in the Premier League/Division 1 competition. This only applies in age groups where there are more than one Division.
- If the family moves out of the area during the off season and there is hardship in continuing in their current Club – this is subject to the consent of the Gold Coast District Executive.
- A player can transfer back to his original Club that he has transferred from within the past three years.

- A parent has the right of appeal in exceptional circumstances to the Gold Coast District Executive.
- (b) Once a player signs an official competition game card the player must remain with that Club for the remainder of the Season except for extenuating circumstances in which case the GCDJRL Executive may waive this rule.
  - (c) A player receiving a clearance from a Club affiliated with the GCDJRL to a Club outside the GCDJRL area, must return to the same Club if he/she wishes to play football in GCDJRL during the same year.
  - (d) When a team folds during the Season players will be permitted to transfer after standing down for one (1) week.

### **33. Book Keeping:-**

- (a) Every affiliated Club and Local League shall keep the Leagues prescribed standard set of books in a manner laid down by the GCDJRL Executive Such books together with all vouchers and papers relating to the same shall be produced when and where directed by the GCDJRL Executive Any affiliated Club failing to apply with this direction of the GCDJRL Executive without reasonable excuse shall be dealt with by the Executive Committee.

### **Team Funds:-**

Funds raised for a Club team must be held in an account in the Club's name and under control of the Club Executive.

### **34. Host Club Responsibilities:-**

- (a) Host Clubs are responsible for providing Officials and Duty Officials as defined by the GCDJRL at all matches.
- (b) All fields are to be correctly and clearly marked, corner posts and goal post Pads in place and safety perimeter fencing of the playing field provided.
- (c) The Host Club is to provide time keeping equipment, official time keeper and scorer, sin bin facilities and a sign on table. Visiting teams have the right to have an Official at the time keeper's bench to assist with scoring and time keeping if they so desire.
- (d) Dressing room facilities are to be kept clean and tidy at all times.
- (e) Host Clubs are responsible for the policing of unlawful consumption of alcohol at their ground.

### **35. Club Championship:-**

Club championship points will be allocated for competition games only and will exclude all Finals Series matches. Such points to be agreed on at the President's Meeting at the start of each Season.

### **36. Code of Conduct:-**

- (a) The Management Committee shall have the power to introduce a "Code of Conduct" for Team, Club Officials and parents.
- (b) The Code of Conduct may include any penalty that the Management Committee may deem necessary, including the right to deduct premiership points in competition grades.

### **37. Interpretation of Rules:-**

Any point arising out of these Rules or not provided for herein shall be decided by the GCDJRL Executive