



Wedstrijdreglement binnenlandse competitie

Rules and regulations Domestic competition

2017

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1. Introduction.....	4
2. Generalities	5
2.1. Glossary.....	5
2.2. Match sanctioning.....	5
3. Competition and Championship Outlines.....	6
3.1. Generalities.....	6
3.2. 2017 Season.....	6
3.3. Point System and awards.....	6
3.3.1. Competition points.....	6
3.3.2. Draw result procedures	7
3.3.3. Tiebreaks	7
3.3.4. Bronze and Grand Final Qualifications.....	7
3.3.5. Medals and awards.....	7
4. Laws of the Game	8
4.1. Default laws	8
4.2. Law deviations	8
4.3. Disciplinary actions	8
5. Hosting, scheduling and field requirements	9
5.1. Club compliance	9
5.2. Hosting.....	9
5.2.1. Generalities (2017)	9
5.2.2. Time scheduling.....	9
5.2.3. Club application	9
5.2.4. Awarded application	9
5.3. Field setup	9
5.3.1. Minimal dimensions and equipment	9
5.3.2. Terrain and weather safety.....	10
5.4. Rescheduling.....	11
5.4.1. Rescheduled due terrain and/or weather safety.....	11
5.4.2. Rescheduled due field requirements.....	11
5.4.3. Rescheduled due team requirements.....	11
5.4.4. Remarks on new host.....	12
5.5. Flow charts	13
5.5.1. Regular rounds	13
5.5.2. Rescheduled games.....	14
6. Team requirements and qualifications	15
6.1. Team registered.....	15
6.2. Team composition	15
6.2.1. (Absolute) minimum and transfer possibilities	15
6.2.2. Not meeting the minimum before a match	16
6.2.3. Not meeting the minimum during a match due injuries	16

6.2.4.	Exceeding number of players	17
6.2.5.	Gender mixing	17
6.2.6.	Minimum age	17
6.2.7.	Jersey numbers	17
6.3.	Divisions and levelling	17
6.4.	Qualifications	17
6.4.1.	Final qualifications	17
6.4.1.	Registering unavailable reserves	18
6.4.2.	Official team versus non-official team.....	18
7.	Match administration	19
7.1.	Mandatory administration	19
7.2.	Templates and submission.....	19
7.3.	External communication and score updating	19
8.	Player registration	20
8.1.	Mandatory registration.....	20
8.2.	Minimum requirements	20
8.3.	Fees.....	21
9.	Players' safety and insurances	22
9.1.	Healthcare insurance.....	22
9.2.	Liability insurance	22
9.3.	Chief paramedic.....	22
9.4.	Paramedics instructions and approvals.....	22
9.4.1.	General	22
9.4.2.	Head and back injuries	22
9.4.3.	Limb injuries.....	22
9.4.4.	Other injuries	22
APPENDIX 1 – Waiver continuation after negative paramedic advice		23
APPENDIX 2 – Consent temporary player transfer.....		24

1. Introduction

This document contains the rules and regulations of the 2017 NRLB Domestic Championships. Although the NRLB's official language is Dutch, this document is only available in English. A translated version will be considered if there is enough demand.

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2. Generalities

2.1. Glossary

Bronze Final	The match in which the third and fourth best ranked team of the regular season play each other.
Chief paramedics	Person in charge of paramedic staff and advisor on wellbeing of players during a match.
Devaluated match	A match that was scheduled as regular match, but due insufficient amount of players on at least one side AND without the possibility for rescheduling, the match can no longer be played as a regular match. The rules and regulations according to a friendly match will take into effect (including “anyone can join” and “fixed score” principles). Qualification for possible finals is however still possible, on the condition that the player has been registered on the team sheet.
Domestic championships / competition	The championships (“competition” is also used in this document) in which points are accumulated for each regular match. This includes the finals.
Friendly match	A friendly match is a match in which a game is played under either default Laws or under modified Laws. These matches do not count in the Domestic Championships. Rules are in general more relaxed.
Grand Final	The match in which the best and second best ranked team of the play each other.
Laws of the Game	Default Laws of the Game as regulated by the RFL.
Major premiership	The team that won the Grand Final.
Match administrator	Person in charge of proper registration before, during and after the match. This may be a fourth official or any other appointed or qualified person.
Minor premiership	The team that accumulated the highest points after the regular rounds.
Nines match	A Nines match is a match in which a game is played with nine players a side and in which the Laws are adapted to the applicable regulations. This includes two halves of 9 minutes as such.
NRLB	Nederlandse Rugby League Bond
Operational Rules	The operational rules as mentioned by the RLEF, version September 2016. A Dutch translated version is available at www.rugbyleague.nl .
Referee panel	A panel which consists a referee, two touch judges and a fourth official. One of these may also serve as a match administrator.
Registration officer	Person in charge of all player and team registrations.
Regular match	A default 13-a-side match with two halves of 40 minutes, either played in the domestic championships, or a match sanctioned by the RLEF.
Regular round	A (group of) date(s) with a regular match scheduled, numbered from the season kick off.
Regular season	A set of official matches where teams can accumulate points in order to qualify for a final. The finals themselves are not part of the regular season.
RFL	Rugby Football League Limited
RLEF	Rugby League European Federation
RLIF	Rugby League International Federation
Season	Equal to a calendar year. The playing season is defined as [year] season.

2.2. Match sanctioning

All matches listed under the Domestic Championships are sanctioned under the NRLB and RLEF operational rules and regulations, as well as the general Laws of the Game. This means that all of these matches are bound to the team requirements, match administration and player registration, unless stated otherwise.

3. Competition and Championship Outlines

3.1. Generalities

Currently, the Dutch Rugby League season starts early March and ends late September. The NRLB realizes this might clash with possible Rugby Union agendas to some extent, and although parts of the current community has its roots within Rugby Union, we have shown to operate independently from other sports federations.

We acknowledge there will be a gap in July/August due to the holiday season and closed pitches, so we cannot push too much towards the Union agenda. The intention is we use the current format for 2017-2018 and we will evaluate at the end of each year. As the Rugby League community matures, the NRLB endeavours to shift its season in favour of a more viable season duration, eventually to become independent of any other sport.

3.2. 2017 Season

The official calendar shall be published on the NRLB website.

Some remarks:

- 1) The Domestic Nines is an optional and open session to all. Does not require NRLB player registration. The International Nines is reserved to the best qualified team of the Domestic Nines.
- 2) The RAF games are in general open for each registered player who also took part in the Domestic Competition. These games will be considered as 'regular matches', however teams will be combined.

Unique for 2017 are the double headers during each round. The reasons are twofold:

- 1) The Dutch Rugby League community is still developing and as such, it is challenging to have sufficient match officials around at two locations. To counter this, most rounds consists two matches.
- 2) To ensure active participation on and off the field within the Dutch Rugby League community. In the evaluation of the 2015 and 2016 season, game days which involved all teams were attended much better.

3.3. Point System and awards

3.3.1. Competition points

Each round, a team accumulates points based on their performance.

Competition points are awarded as follows:

- Win: 2 points
- Draw: 1 point
- Loss: 0 points
- Bye: 2 points (*does not apply for the 2017 season*)
- Bonus: 1 point for fielding a minimum of 13 players of own club.

After each round, teams will be ranked ("the ladder") based on the total competition points accumulated. Game points ((penalty) tries, conversions and goals) will also be recorded for point differentials.

Competition points may also be attributed as follows as a result of rescheduling conflicts (see section 5.4, rescheduling) or not meeting proper administration:

- Rescheduling not possible because of terrain/weather unsafety:
 - 2 points each involved team (as if both teams were fully fielded + draw)
- Rescheduling not possible because of not meeting field requirements:
 - -1 for original hosting team
 - +3 for the away team (as if it were a fully fielded team + win)
- Rescheduling possible other than the intended host:
 - +1 extra for new hosting team, with a maximum of 3 competition points for that round.
- Rescheduling not possible because of not meeting the absolute minimum requirement for fielding a team:
 - -1 for each team that could not field a team.
 - The team that originally could field a team receives +2 or +3 competition points, depending on the number of player that were intended to play the match.
- Improper team administration:
 - -1 for each team that fails to submit a team sheet with the player names and jersey numbers.

3.3.2. Draw result procedures

Should the final score of a match result in a draw, then the following procedures will be followed:

- Regular rounds and (devaluated) friendly matches: the draw sustains.
- Bronze Final: the draw sustains. Bronze medals will be split.
- Grand Final: time extension 2 x 10 minutes.
 - Should there still be a draw, then Golden Point (first who scores using any method) will take into effect, until the match has been concluded.

3.3.3. Tiebreaks

In case of a tie in the ranking list, the team with the higher game point differential will be ranked higher. If both teams have the same game point differential, the tie will not be broken.

3.3.4. Bronze and Grand Final Qualifications

After all regular playing rounds, the team with the highest total points, is declared winner of the minor premiership.

The best two teams of the ranking will play for the major premiership in the Grand Final. The next two teams of the ranking will play for the Bronze Final.

3.3.5. Medals and awards

There will be no awards for the ranking in the regular playing rounds (minor premiership).

Medals will be awarded as follows:

- The winner of the Grand Final: 20 gold medals + 1 small trophy + 1 large trophy (“Wisselbeker”, to be exchanged from the winners of the previous year, and to the winners for the following year)
- Runner-ups: 20 silver medals
- Bronze final victor: 20 bronze medals

There will be no reserve medals.

In case of a tie for the bronze medals, the medals should be split and distributed equally to both teams (10 each).

4. Laws of the Game

4.1. Default laws

All games in the Domestic Championships are bound to the RFL Laws of the Game AND the RLEF Operational Rules (September 2016).

This includes, but is not limited to, team uniformity, code of conduct and counter measures against misbehave and misconduct.

The NRLB does not deviate from these rules, as the NRLB is part of the RLEF, with exception of the mentioned rules in the following section.

4.2. Law deviations

In 2017, the NRLB deviates from the default Laws with the following:

- Unlimited interchanges are allowed in both the regular playing rounds as the finals.
- Field dimensions, whenever a match shall be played on a pitch that is adequate to play, but does not meet the standard requirements. However an absolute minimum must be followed. See chapter 5.3.
- Specific disciplinary consequences. See chapter 4.3.

The rationale is that the Dutch competition is relatively small and we do not want to deprive players from access too much.

- Friendly matches that were originally regular match (*devaluated matches*) will still follow the default rules as mentioned in this document.
- In *Scheduled* Friendly Matches, Nines Matches, other rules may deviate or apply. However, these results will not be carried over to the Domestic Championships. This has to be communicated prior to the match with the captains and coaches.

4.3. Disciplinary actions

1. Yellow (sin bins) and red cards (send-off) will be carried over each match.
2. Yellow cards will expire after one full game.
3. As we realize the number of matches is rather limited, a red card includes a send-off from the current game AND ineligibility to play **the first half** of the following match, **unless** the sanction is considered severe (such as extreme dangerous play or repeatedly in breach with authority and the safety of other players over multiple games).
4. A player may be put "on report" for further discussion after the match. The RLEF operational rules regarding sanctions will be put into motion, albeit in a simplified fashion to speed up processes.
5. At the end of the regular season,
 - a. all yellow cards will be waived to ensure all qualified players can play the final.
 - b. red cards may be waived if there's sufficient reason to lift a suspension. This is up to the disciplinary commission.

5. Hosting, scheduling and field requirements

5.1. Club compliance

Clubs hosting a match must ensure they comply with the Operational Rules and the RFL Laws of the Games. This means that the pitches should meet the criteria as mentioned below, and that the host ensures a safe environment to all involved.

5.2. Hosting

5.2.1. Generalities (2017)

To relieve pressure, all clubs ought to host at least one, but preferably two, match day(s) during the Domestic competition. Each club must ensure AT MINIMUM:

1. To have at least one pitch available at least thirty minutes prior to kick-off of the first match until the last game has finished.
2. To have decent changing facilities (in vicinity of) where the match should be played.
3. There are facilities to stock basic supplies for the players, *e.g. water bottles or tap point*.
4. A paramedic or physiotherapist to be present during the match, who can provide first aid if necessary, and, in case of severe injuries, will start procedures to call and help emergency services. The host may elect to hire a professional, or to appoint a member or volunteer to fulfil this duty.

5.2.2. Time scheduling

1. The kick-off of a match should not be scheduled earlier than 10:00 am (10:00).
2. The kick-off of a match should not be scheduled later than 9:00 pm (21:00).

5.2.3. Club application

Clubs may apply to host matches as mentioned in chapter 3.2, for matches that do not have a location yet. However, the 2017 calendar has been fully approved by all clubs.

5.2.4. Awarded application

Match locations and hosting are awarded based on availability and first come, first serve principle. If no club offered to host a specific game, the NRLB may appoint a location and host, or host a match itself. This shall be discussed with all involved parties.

5.3. Field setup

5.3.1. Minimal dimensions and equipment

The NRLB understands that at this stage, not all teams are able to find a suitable pitch (field) to host a match, as described in the field dimensions and layout in the Laws (therein referred as “The Playing Field”). However, the NRLB sets the following absolute minimum criteria:

1. Field size (default):
 - a. Field, at minimum:
 - 100 meters in length, excluding in-goal area
 - 68 meters wide.
 - b. In goal area:

- at minimum 6 meters in length,
- at maximum 11 meters,
- width parallel to the field.
- c. Field size deviations:
 - Should the field size deviate between 0% and 10%, then this will be accepted as suitable. Standard rules will still apply.
 - Should the field size deviate between 10% and 20%, then this must be discussed between the involved parties, including the referee. Standard rules will still apply.
 - Should the field size deviate over 20%, then the match should be rescheduled instead.
- 2. Goals (same as default Laws):
 - a. Default goal shape
 - b. Width 5.5 meters
 - c. Crossbar at 3.0 meters
 - d. Padded
- 3. Lines/markings (solid), at minimum:
 - a. Touchlines
 - b. Try line
 - c. Dead ball line
 - d. Halfway line
 - e. 20 meter lines
 - The 10, 30 and 40 meter lines are optional, if the field owner disapproves.
 - The 10-meter lines (excluding the halfway line) may be dashed.
 - f. Should the match be played on a Rugby Union field where the owner of the pitch does not allow changes in Line Marking, then the match will still be played, provided that all involved parties have been informed.
- 4. Posts
 - a. On at least all four corners
- 5. The referee or fourth official shall take notes when the field setup deviates.
- 6. In the event the field setup does not meet the minimum requirements, the match shall be postponed until the pitch is fit for use, or rescheduled.
- 7. All parties (both teams and the match officials) must agree with the rescheduling and/or relocation.

5.3.2. Terrain and weather safety

1. The terrain must meet the safety criteria as described in the default Laws and deemed suitable by the referee. As a rule of thumb, the terrain must be grassy (not rocky), stable (not overly swampy, nor frozen) and even (no gaps or bumps). Should there be small gaps or bumps for instance, then this must be clearly marked and discussed with all involved parties for agreement.
2. A game shall not be played in case of hazardous weather (e.g. during a thunderstorm, general (hail) storm). If possible, the game may be postponed with a maximum of 3 hours.
3. If no agreement can be reached on terrain and/or weather safety, the match should be postponed or modified. If that is not possible, the game should be rescheduled, in agreement with all involved parties (both teams and the match officials).

5.4. Rescheduling

5.4.1. Rescheduled due terrain and/or weather safety

If a game has been rescheduled due terrain or weather safety concerns:

1. The match should be played at least one week before the finals starts.
2. If the hosting team foresees rescheduling conflicts, it may be possible to transfer the hosting to a different team.
 - a. If the game will be successfully played, then no penalties will be incurred.
 - b. The team that successfully hosted the rescheduled game will be awarded 1 competition point extra for their efforts, with a maximum up to 3 competition points (as this would be deemed unfair to teams that did not require any rescheduling). This means that if the new hosting team wins the match, this will yield 3 points, and not 4 points.
3. If this is not possible, and rescheduling is not possible,
 - a. then the final score is considered a draw (6-6).
 - b. each team then receives 2 competition points (1 draw and 1 as if both teams fielded a full squad).

5.4.2. Rescheduled due field requirements

If a game has been rescheduled due field unsuitability (not taking terrain safety into account):

1. The match should be played at least one week before the finals starts.
2. If the hosting team foresees rescheduling conflicts, it may be possible to transfer the hosting to a different team.
 - a. If the game will be successfully played, then no penalties will be incurred.
 - b. The team that hosted the rescheduled game will be awarded 1 competition point extra for their efforts, with a maximum up to 3 competition points (as this would be deemed unfair to teams that did not require any rescheduling). This means that if the new hosting team wins the match, this will yield 3 points, and not 4 points.
3. If this is not possible, and rescheduling is not possible,
 - a. then the originally hosting team will be deducted 1 competition point, and
 - b. the away team will be awarded 3 competition points, as if it were a win with a fully fielded team, and
 - c. a score of 6-18 in favour of the away team will apply.

5.4.3. Rescheduled due team requirements

If a game has been rescheduled due team requirements not met (as stated in section 6.2.1):

1. The match should be played at least one week before the finals starts.
2. If the hosting team foresees rescheduling conflicts, it may be possible to transfer the hosting to a different team.
 - a. If the game will be successfully played, then no penalties will be incurred.
 - b. The team that hosted the rescheduled game will be awarded 1 competition point extra for their efforts, with a maximum up to 3 competition points (as this would be deemed unfair to teams that did not require any rescheduling). This means that if the new hosting team wins the match, this will yield 3 points, and not 4 points.
3. If this is not possible, and rescheduling is not possible,
 - a. The team that originally could not field the absolute minimum of 11 players, will be deducted 1 competition point.
 - b. The team that was able to field the absolute minimum at the original intended date, will be granted 2 competition points (as if it were a win, and if they could field at least 11 players) or 3 competition points (as if it were a win, and if they could field at least 13 players).
 - c. The score of 6-18 in favour of the team that could originally field at least 11 or 13 players will apply.

- d. If both teams failed to comply with the absolute minimum threshold at the original intended date, both teams will be deducted 1 competition point.

Notes:

1. In the best interest of the game, devaluing a match to a friendly game is more desirable than rescheduling due team requirements. It is considered fairer as it respects the efforts the team that met the requirements. It also creates clearer qualification procedures towards the finals. It also reduces the risk in receiving a penalty competition point.
2. Even if the match was cancelled on the original intended date, team managers should still have submitted their team sheets with the referee.

5.4.4. Remarks on new host

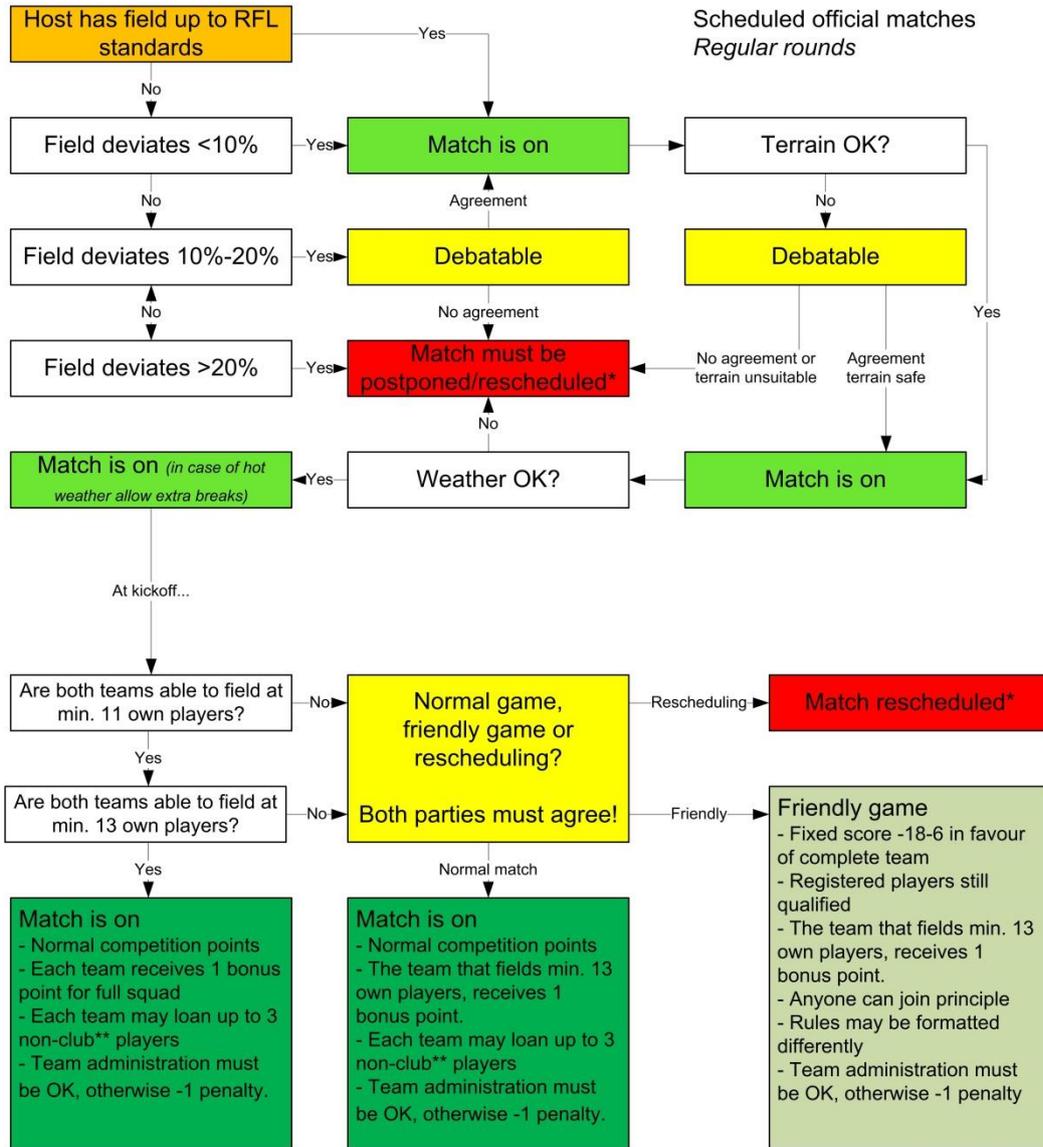
1. The new host must comply with the standard rules.
2. Should the new host successfully host a match, then the hosting team will receive one extra bonus point, with a maximum of three competition points. This is to prevent an unfair advantage to the teams that were not in need of rescheduling. This means that if the result would be a draw, then the new hosting team would still get 3 competition points if they were able to field at least 13 players (1 point for draw, 1 point for 13 players and 1 point for new hosting). If the new hosting team wins the match, this will yield 3 points, and not 4 points.
3. Should the new host not be able to successfully schedule a match after all, then there will be no consequences for the new host. Instead penalties applies to the original intended host for not being able to host in the first place (with exception of weather or terrain reasons).

Notes:

1. Remark on #3: given that the new host does not deliberately take no action/efforts to reschedule the match. This would otherwise mean that the new host deliberately inflicts a -1 penalty to the intended host. As this is hard to prove, the NRLB suggests that the original intended host should try to reschedule the match themselves.

5.5. Flow charts

5.5.1. Regular rounds



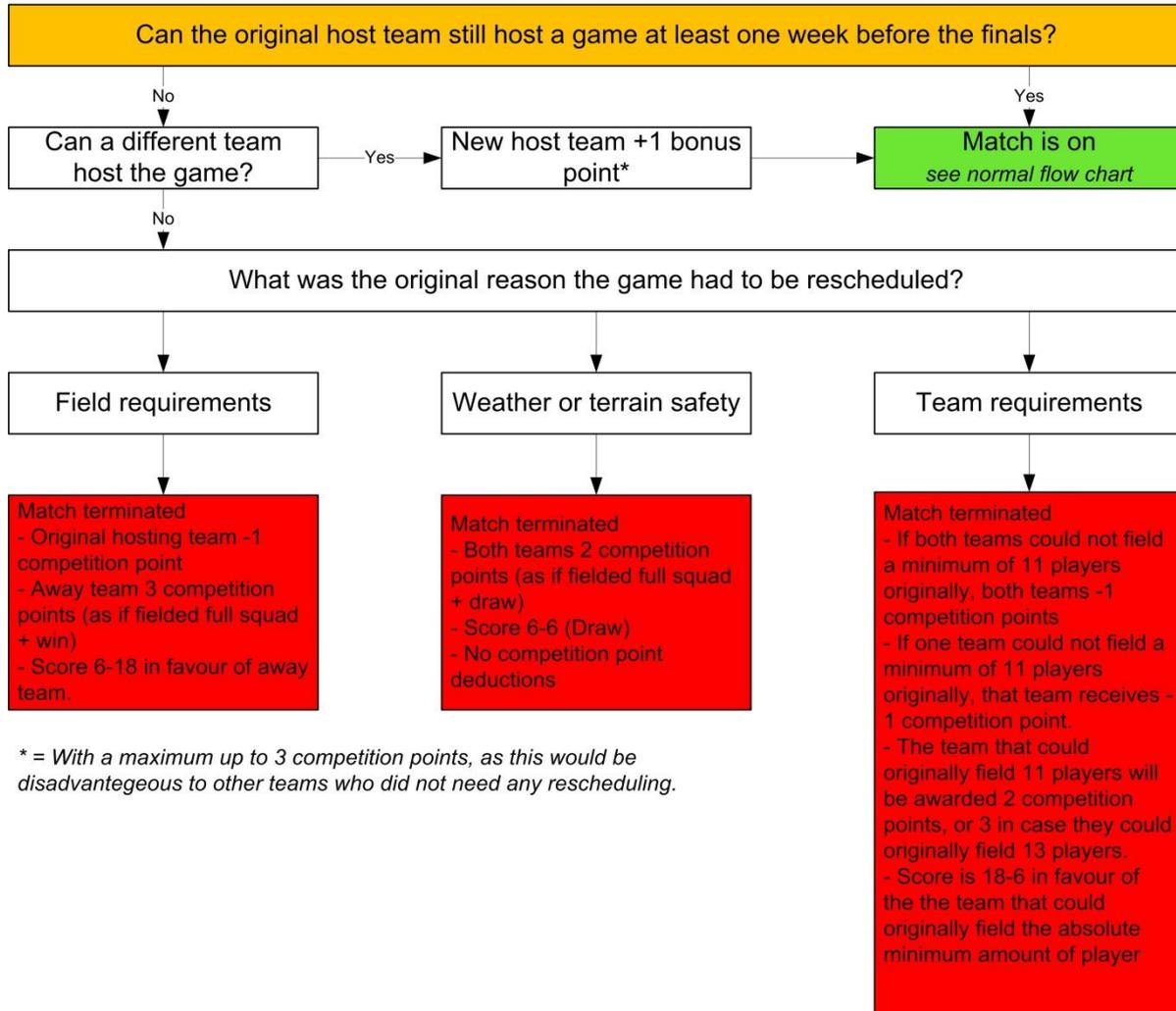
* = See flow chart rescheduling

** = Any player from any other club, on the following conditions:

- Must be registered with the NRLB before the match date
- Must have granted permission from the original coach/team
- Must have been accepted by the receiving coach/team

5.5.2. Rescheduled games

Scheduled official matches
Rescheduled rounds



6. Team requirements and qualifications

6.1. Team registered

All teams from a club must be registered with the NRLB. The club must be registered with the Chamber of Commerce at least, but heavily supports in favour of the club being registered with statutes/legislation (notary/solicitor). A club may have multiple teams.

6.2. Team composition

As of 2017, the NRLB will allow temporary player transfers, although this is conditionally as specified within the minimum and maximum team compositions.

6.2.1. (Absolute) minimum and transfer possibilities

1. A team that plays a game must contain at minimum **13 registered** players and at maximum **17 registered** players.
 - a. A maximum of **3** players from a different club may join the team (**'transferred players'**), but only if these players are
 - i. registered with the NRLB and a club at that time,
 - ii. are eligible to play (not under-aged, no suspensions etc.), and
 - iii. have written consent (permission) from their club.
 - iv. In the appendix, a transfer card has been included which can be used to officially transfer a player.
2. A team must have an **absolute** minimum of **11** players **from its own club** to play a game.
 - a. If **both** teams cannot field at minimum 11 players from its own club to play a game, then the match should be rescheduled.
 - b. If **either** team cannot meet the absolute minimum of 11 players from its own club to play a game, then the match
 - i. may be rescheduled, OR
 - ii. may be played as a friendly match (devaluated match).
3. **At least one team** must field at minimum **13** NRLB registered players.
 - a. If **both** teams cannot field at minimum 13 NRLB registered players to play a game, then the match
 - i. may be rescheduled, OR
 - ii. may be played as a friendly match (devaluated match). In this case, the score is considered a draw with final score 6-6; both teams will receive 1 competition point.
4. To acquire a bonus competition point, a team must have at least **13** players **from its own club** to play a game.
5. No extra bonus points will be awarded to the club team that supplies the other club team.

#	Number of club players		Match type	Score	Comp. pts.		Bonus pts.	
	Team A	Team B			A	B	A	B
1	10 or less	10 or less	Reschedule	-	-	-	0	0
2	10 or less	11 (+1*) or 12	Friendly	Fixed 6-6	1	1	0	0
3	11 (+1*) or 12	11 (+1*) or 12	Friendly	Fixed 6-6	1	1	0	0
4	10 or less	13 or more	Friendly	Fixed 6-18	0	2	0	1
5	11-12 (+1/2/3*)	11 + 2/3*	Normal	Actual result			0	0
6	11-12 (+1/2/3*)	12 + 1/2/3*	Normal	Actual result			0	0
7	11-12 (+1/2/3*)	13 (+1/2/3*)	Normal	Actual result			0	1
8	13-17**	13-17**	Normal	Actual result			1	1

* = +1/2/3 refers to transferred players. ** = Regardless of having transferred players

Notes:

1. Players are based on club affiliation and not on team affiliation. Should a club have multiple teams, then it does not matter if someone from team 1 joins team 2 within the same club. For instance:
 - Team 1 from club A plays team 1 from B.
 - Team 1 from club A consists 12 players.
 - Two players from team 2 from club A will join team 1.
 - Team 1 from club A will still receive a bonus point for fielding at least 13 players in its match versus team 1 from club B.
2. In case of scenario 2 and 3 in the aforementioned outcome scheme, it is possible to request a rescheduling. However, it is possible that if rescheduling is not possible in the end, both teams will be deducted 1 competition point. It is safer to play a friendly match.
3. In case of scenario 4 in the aforementioned outcome scheme, it is possible for team A to request a rescheduling. However, as team B fulfils the requirements, it is most likely team B will not do so, as both parties must agree on possible rescheduling.
4. Example 1: team A has 12 players for a match versus team B, who was 18 players, from which 17 listed. If team B approves, 1 player from team B will be transferred to team A.
 - Should team A win, then team A gets 2 points for winning the match, but 0 bonus points for not fielding at least 13 players from its own club.
 - Should team B win, then team B gets 3 points: 2 points for winning the match, and 1 bonus point for having at least 13 players. No extra credits will be given to team B for supplying team A.
5. Example 2: team A has 13 players listed for a match versus team B, who has 17 players. Among the spectators, there are 4 registered players from team C who would like to join team A. 3 Of those players may join team A. Their participation will be recorded and count towards qualification. These players must have a written consent from their club they will be transferred to another team.

6.2.2. Not meeting the minimum before a match

Should a team anticipates having an insufficient amount of players (less than 11), then the following options are available:

1. If timely (**at least two full days** before the match) communicated: postpone the match. **This must be approved with the opposing team AND the match officials.**
 - a. If accepted, no penalties will be incurred.
 - b. The rescheduled match should take place at least one week before the final starts. This must be in consent with the NRLB.
 - c. See also section 5.4.3. for possible consequences.
2. Play a friendly match (*devaluated match*).
 - a. The score of 6-18 will stand in favour of the team fulfilling the minimum requirements and this score will be used to register any point differentials on the ranking. Refer to the table in chapter 6.2.1. for point distribution.
 - b. Players will still be registered for attendance, contributing towards qualifying for a Grand Final.

6.2.3. Not meeting the minimum during a match due injuries

When a team does not meet the minimum of 13 players during the match due injury, the match will still be continued. Any excess players from the opposing team are not allowed to be transferred to the other team. No penalties will apply.

Example: team A has 14 players and team B has 17 players. At half time, team A lost two players due injuries. Team A may continue playing with 12 players. It is not allowed to transfer 1 player from team

B to team A. Team A will still receive a bonus point for having a minimum number of players on their team at the start of the match.

6.2.4. Exceeding number of players

In the event a club arrives with more than 17 players on a regular game, the following may take place:

1. Excess players may join the opponents' team if they do not have 17 players. Participation of these excess players counts towards final qualifications. It doesn't matter if the other team has at least 13 players as they will meet the criteria for bonus points.
 - a. See also section 6.2.1 for further specifications.
 - b. The excess players must follow the rules for 'transfers', should they want to play.
2. Any more players that cannot join the game cannot be registered.

Example: team A has 14 players, team B has 19 players. 2 Excess players from team B will be joining team A. Both teams will receive a bonus point for having a team of at least 13 registered and club affiliated players.

6.2.5. Gender mixing

The NRLB does not allow mixed gender teams in official competitions in order to guarantee safety for all involved players. Therefore, teams are either male only or female only. In certain friendly games or other matches/tournaments, this may be possible conditionally.

6.2.6. Minimum age

There are currently no age groups within the Dutch Rugby League Community.

The minimum age is 17 years. The player must turn 17 in the year he plays. This means that for 2017, the player must be born on or before December 31st 2000.

6.2.7. Jersey numbers

All players must wear uniform jerseys, with an unique jersey number (or letter) on the back for identification of the players. Duplicate numbers are not encouraged as this may cause confusion in attributing scores or disciplinary actions.

6.3. Divisions and levelling

There is currently no distinction in (sub)divisions or levels.

6.4. Qualifications

6.4.1. Final qualifications

To support engagement into Rugby League, the NRLB restricts players wanting to play a Bronze or Grand Final with their team with a set of qualification criteria, which are as follows:

1. The player must have **played a minimum of two official matches over two consecutive seasons, AND**
2. Those matches must have been **played** in the **current and previous** season combined.
3. The player **must have been registered** in the respective seasons.
4. **There is no distinction in club representation**, as long as that club was officially part of the competition.

- This means that a player that was played one match with club A in 2016, and one match with club B in 2017, is still eligible to play the final, given that both clubs were part of the competition in both years.
- 5. Playing a previous Bronze or Grand Final also contributes to this minimum threshold.
- 6. Regular matches devaluated to a Friendly Match are also counting (scheduled friendlies or other non-related matches do not count towards qualification).

Remarks on the rules 1 and 2:

1. This deviates from the two match rule initiated in 2015.
2. As this is a new rule implementation, the NRLB allows the inclusion for 2016, but not for 2015 or preceding years.
3. This rule will be re-evaluated by the end of the 2017 season by all involved parties and may be subject to change in the 2018 season.

Eligibility table

Number of matches refer to the number of official matches participated, including finals, but excluding scheduled friendly games and nine-a-side games. The player must have been registered in their respective seasons.

Scenario	2015	2016	2017	Qualified	Remarks
1	1	1	0	No	1)
2	0	1	1	Yes	2)
3	0	2+	0	Yes	2)
4	0	0	2+	Yes	2)
5	2+	0	0	No	3)
6	1	0	1	No	4)

Notes:

- 1) Must have played two games in two consecutive seasons (rule #1), however the player did not meet the criteria **current and previous** season (rule #2).
- 2) **Qualified** based on minimum criteria two games in two consecutive seasons (rule #1), from which one was in the current and previous season (rule #2). This is the case in scenarios 2, 3 and 4.
- 3) The player did not play a game in the **current and previous** season combined.
- 4) The player did not play the minimum of two games in **two consecutive seasons**.

6.4.1. Registering unavailable reserves

Clubs and teams are allowed to register reserves (on the condition they are registered at that point) despite them not being available. **A club must do this before submitting the team sheet with the referee, clearly marked.** Changing a team list after submission is not allowed.

Example:

Team 1 from club A has had 15 players participating in round 3. Before submission, they write 2 more players on the team sheet, for completing a 17-man squad. These two players will automatically be registered as qualified. The 2 players must have been registered at that point. They must be marked as absent.

6.4.2. Official team versus non-official team

The game is considered friendly, and thus not part of the Domestic Championships, when an official team versus a non-official team plays a game. As such, registration requirements and qualifications are not applicable.

7. Match administration

7.1. Mandatory administration

In line with the RLEF Operational Rules (September 2016), all official matches must be properly documented with the following:

1. Match name
2. Team names
3. Jersey Number and Player Name lists (optional: position)
4. Match event registration
5. Reports
6. Match officials

This means each team is obliged to submit a list with all jersey numbers and related player names to the referee. A penalty of 1 competition point will be incurred for each time a team fails to do so. The team manager must submit this to the referee (or fourth official), preferably before kick-off.

The referee, or fourth official if available, will log the match in line with the RLEF Operational Rules.

7.2. Templates and submission

1. A template for both the team lists as the match officiating reports, is available at www.rugbyleague.nl under Documents.
2. The referee should ensure to check this prior to kick-off.
3. The coach may also elect to submit the list digitally in any format, at the condition he showed the referee the actual proof.
4. The coach may also make use of the NRLB Google Form: <http://bit.ly/1ZDjrvl>

7.3. External communication and score updating

1. The referee is obliged to complete and submit the match reports to the NRLB within three days after the match (info@rugbyleague.nl).
2. The referee may contact the coaches for additional information if necessary.
3. The NRLB may contact the referee and coaches for additional information if necessary.
4. The final outcome may be published on social media and website right after the match, however the match published at rugbyleague.nl and the ladder is the official score.
5. The match reports shall be published within a week after the match.

8. Player registration

8.1. Mandatory registration

1. A player must be registered with the NRLB in order to participate in an official match. This does not include scheduled friendly matches and/or non-NRLB governed matches, such as the Domestic or International Nines.
2. If a regular match has been devaluated to a friendly match, registration is not mandatory (“anyone can join”). Players that were already registered with the NRLB/Club at that time will still be eligible to participate in a Bronze or Grand Final as attendance will count towards qualification.
3. The player must be registered with the club at least a day before the match. The club in turn must ensure to submit the registration within two days after the match to the NRLB.
4. The player must be registered on match report forms, should the player want to participate.

8.2. Minimum requirements

1. Registration can be done using the forms available at www.rugbyleague.nl (under Documents, may be specified for team specific formats) or digitally via <http://bit.ly/1rg2sni> (two-step verification process).
2. In case of registration using the digital form, the first step is an absolute minimum. The player must have notified at least his club he did so.
3. In case of registration using the paper (or PDF) form, the completed form without attachments is the minimum criteria.
4. **A confirmation e-mail from the NRLB is the only valid confirmation.** This is because a player may be registered just a day before the match and it will take some time to process the registration at both the club as the NRLB. As long as the written/digital consent has been made formal *before* the match, and this has been verified within two days after the match, no penalties will be imposed.

8.3. Fees

An invoice will be send to the club after the conclusion of the Championships. The invoice, which contains the components *team fee* and *player fee*, may be combined with the annual club membership fee. Regarding the player fee, the NRLB looks at the official registration after the Championships, regardless of the player status.

- Each team pays 50 Euro for competing in the Domestic Championships.
- Each player pays:
 - 10 Euro for competitors (default membership fee + competition fee).
 - 5 Euro for non-competitors (default membership fee).

The mentioned price breakdown structure was discussed and approved at the 2016 AGM.

For instance, if club A has 2 teams and 50 registered players, from which 35 actually played a match during the Championships in its entirety, the invoice to the club will be:

<i>Class</i>	<i>Unit Price</i>	<i>Units</i>	<i>Total</i>
<i>Team</i>	<i>50 EUR</i>	<i>2</i>	<i>100 EUR</i>
<i>Competitors</i>	<i>10 EUR</i>	<i>35</i>	<i>350 EUR</i>
<i>Non-Competitors</i>	<i>5 EUR</i>	<i>15</i>	<i>75 EUR</i>
TOTAL			525 EUR

Players whose membership have been extended from the preceding year, but never played a competition in the current year, are treated as a non-competitor! Here, a verification between the NRLB and club takes place at the beginning of the year. This means that each player, regardless of the playing status, will at least pay the NRLB membership fee, which has been set at 5 EUR for 2017.

Advice: club membership fees (in which clubs are free to regulate this themselves) should at least incorporate the costs mentioned. To follow-up the example above, if club A charges a full member 50 EUR and a limited member 30 EUR annually, and there are 30 full members and 20 limited members, the yield would be $(50 \times 30) + (20 \times 30) = 2100$ EUR. The competition and player fee to the NRLB will be 525, so the club has $2100 - 525 = 1575$ EUR left for other expenses (this excludes the NRLB club membership fee!).

It is the responsibility of the club to verify the extended memberships this BEFORE the Domestic Championships commence! Clubs are allowed to drop all memberships and re-register in the following year.

9. Players' safety and insurances

Rugby League is a contact sport and is not without risks. Despite laws and rules are in effect, an injury free session can never be guaranteed. For the sake of the players' health and safety, this chapter addresses general guidelines and procedures regarding injuries.

9.1. Healthcare insurance

It is the player's own responsibility to have a proper healthcare insurance.

9.2. Liability insurance

The NRLB advises all clubs to have a liability insurance to cover property damage. This is not mandatory. Players who will play under the NRLB flag (internationals) will be covered by the NRLB liability insurance.

9.3. Chief paramedic

The chief paramedic, or a paramedic who acts on behalf of the chief, shall strictly impose vetoes on the players' ability to play in case of injuries. He or she is entitled to disallow a player to play in case of severe injury. In case of mild injuries, he or she will provide advice what is considered suitable.

9.4. Paramedics instructions and approvals

9.4.1. General

If possible, paramedics should be present at all official matches. The paramedic may also be a (retired) volunteer as long as he or she knows first aid and is able to guide an injured player in the best possible way, until further assistance is provided.

9.4.2. Head and back injuries

In general, paramedics will strongly disapprove any further participation in case the player has head or back injuries.

9.4.3. Limb injuries

In case of bruises or minor injuries (scratches, bruised fingers/toes e.g.) the paramedic will advise the player whether it will be safe for him/her to play.

In case of cracks, broken bones, ligament injuries, or dislocated/popped shoulders/knees, the paramedic will advise the player to stop playing.

Should the paramedic conclude the player is unfit to play, while the player wants to continue, then the player must sign a form he knows about possible risks and dangers. The player can thus not accuse the NRLB or any party he has not been warned.

9.4.4. Other injuries

Depending on the type of injury, should the paramedic conclude the player is unfit to play, while the player wants to continue, then the player must sign a form he knows about possible risks and dangers. The player can thus not accuse the NRLB or any party he has not been warned.

APPENDIX 1 – Waiver continuation after negative paramedic advice

The following player

Hereby agrees and understand the consequences of continuing play while receiving negative advice from the paramedic staff, based on the following diagnosis:

The player thus accepts a high risk of further developing/aggravating injuries.

Signed,

Player:

Paramedic:

Signature:

Name:

Signature:

Place:

Date:

APPENDIX 2 – Consent temporary player transfer

The following player

With NRLB ID (to be checked by the NRLB) _____

Declares he or she will be allowed to play for the following team:

For the duration of one match. The player agrees he/she shall play as if he/she were playing with its own team and shall not deliberately play to the disadvantage of the accepting team. The player must follow orders from the team manager and comply with the NRLB/RLEF operational rules and competition rules at all times.

Signed,

Player signature:

Original team manager*:

Team: _____

Name: _____

Signature*: _____

Accepting team manager:

Name: _____

Signature: _____

Place: _____

Date: _____

*** If not present, a digital consent is sufficient**