

## SOUTHERN CONFERENCE LEAGUE - COMPETITION RULES 2023

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### 1. **APPLICABLE OPERATIONAL RULES**

- 1.1 The Southern Conference League (SCL) sits within tier four of the RFL competition structure. All teams participating in the SCL are bound by the [RFL Operational Rules for Tiers Four, Five and Six \(Operational Rules\)](#).

### 2. **MEMBERSHIP**

- 2.1 Membership of the SCL is open to all clubs playing rugby league within the South who are capable of meeting any Annual Entry Criteria as specified by the Management Group.
- 2.2 Applications from new clubs must be submitted in writing to the Competition Officer by the 30<sup>th</sup> November each year. Membership shall be granted to a club for one season only and all clubs must reapply for membership each year.
- 2.3 Each Club will be required to ensure that the Volunteers listed below are appropriately qualified (where applicable) and registered on GameDay (LeagueNet):
- Coaches
  - Club Welfare Officer
  - First Aiders
  - Game Day Manager
  - Club Secretary
  - Club Chair

### 3 **START AND END DATE OF THE COMPETITION**

- 3.1 The SCL Management Group shall determine the commencement date of its competition and the date upon which it shall cease, these dates will fit between the 1<sup>st</sup> March and 30<sup>th</sup> November in any year.

### 4. **STRUCTURE OF THE COMPETITION**

- 4.1 The RFL, in conjunction with the Management Group, will determine the structure of the competition including its format and size, any play-off structure and matters relating to relegation.
- 4.3 If two or more clubs finish level on points at the end of a season the application of competition rule 4.9.2 will decide which team finishes above the other.
- 4.4 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 4.9.3, 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.
- 4.5 If a club is expelled or suspended, its record will be expunged, irrespective of how many games that club has played.
- 4.6 The play-off format will see the top 4 teams contest the national play offs.

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### SEMI FINALS

1 v 4

2 v 3

4.7 Teams who have forfeited two or more games over the course of the season shall not be eligible to participate in the play-off stages of the competition. In this event, the next qualifying team will be entered into the play-off stages.

### 4.8 Grand Final Home Team

The highest ranked side going into the Grand Final will be considered the home team for administrative purposes.

### 4.9 League Tables

4.9.1 The League competition tables shall be compiled by the RFL. The positions in which shall be determined by the number of points gained with points being awarded as follows: two points for each Match won; and one point for each Match drawn.

4.9.2 The League placings will be determined and calculated as follows:

- 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.
- Where Clubs have an equal number of points, and their points difference is equal then relative positions shall be determined by the head-to-head record in League matches only. Where their head-to-head record is even then the aggregate score of all head-to-head league fixtures will decide the team on top.
- 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.

4.9.3 The notional scores in forfeited games shall be 24-0 and a point's deduction of 1 point. The League and Clubs will work to ensure, where possible games are played. 24-0 will only be used as a last resort.

## 5 FIXTURES

5.1 All fixtures must be played as per the fixture list, 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 in the first instance to discuss any changes. Should an agreement be reached, details of the change must be confirmed with the Competition Officer.

5.2 Where programmed into the fixture programme, backlog dates should not be considered as a free weekend and the team should be prepared to be allocated fixtures on these dates.

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- 5.3 No friendly fixtures shall be arranged on a League fixture date without prior approval of the Competition Officer. The details of any friendly fixtures that are arranged, after approval, must be confirmed with the Competition Officer.
- 5.4 Clubs must accept fixtures given at seven days' notice by the Competition Officer.
- 5.5 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.
- 5.6 Any club failing to fulfil a fixture must pay reasonable expenses to the non-offending club, as determined by the SCL Management Group. This may include the referee's full fee and expenses.
- 5.7 Any club which fails to notify their opponents of its inability to raise a team by midnight on the Thursday prior to a Saturday fixture, shall also be liable to pay any expenses, up to a maximum of £40, which their opponents may incur.
- 5.8 In the case of a home club failing to fulfil a fixture, a visiting club that has travelled, may claim up to a maximum of £250 towards transport costs.
- 5.9 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.
- 5.10 Any club with more than one team at home, in any competition, must provide an alternative pitch in case of a clash of fixtures.
- 5.11 24 – 0 will only be used as a last resort, every effort must be made between the clubs to get the game played.
- 5.12 **Postponements**
- 5.12.1 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. Any Club failing to fulfil this instruction may be guilty of Misconduct and in addition to any sanction will be responsible for the reimbursement of reasonable travel expenses incurred by any Match Official or Club not so notified.
- 5.12.2 All postponements made in accordance with 5.12.1 must be notified to the Competition Officer within 1 hour of the decision being made.
- 5.12.3 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. If the new fixture is not played as instructed by the Competition Officer, the points will be awarded to the non-offending club.
- 5.12.4 Where a game does not take place on the day of the fixture, due to the home team (or their landlords/ground owners) failing to provide a suitable pitch for the game to go ahead then the

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points for that game shall be awarded to the opposition and a point will be deducted, should this happen in a semi final then the away team would qualify for the final.

### **6. PLAYER REGISTRATIONS**

6.1 All players shall annually register to the Club using the RFL GameDay (LeagueNet) system. The League will circulate a link to the registration portal to the Clubs to commence the registration process. During this process a Player must become an Our League Active member.

6.1.1 There is no restriction on the maximum number of players allowed to register per team in the SCL, however fifteen is the minimum number per team and scheduled fixtures will be refused until 15 players are registered.

6.1.2 New Players can be signed on 'on the day' using the GameDay (LeagueNet) system. Clubs must make every effort to confirm that players are free to register in this manner. Clubs are responsible for ensuring that a player is eligible to play for them before allowing the player to play. A Competition Officer can be contacted on match day to check a player's eligibility.

6.1.3 The RFL may introduce, from time to time, new registration processes.

### **6.2 Professional Players**

6.2.1 The SCL shall allow professional players to play within the Competition in accordance with the Operational Rules and any regulations that are in place relating to the dual registration of players.

### **6.3 Transfers**

6.3.1 Clubs may register or transfer players from other clubs, using GameDay (LeagueNet). It is the responsibility of the Club the player is moving to, to initiate the transfer. The Club the player is moving from will need to approve any outgoing transfer requests on GameDay (LeagueNet). Clubs will have 7 days to notify the Competition Officer of any objections to a transfer being approved. After this point, if no objections are raised the Competition Officer will approve the transfer on the Club's behalf. The player has final sign off of the transfer. The process must be completed in full, including player sign off, before a player plays. The Club shall follow any other policies issued by the RFL in relation to the registration of players.

6.3.2 All players must fulfil any financial obligations to their current Club before any transfer to another club, including professional clubs, will be permitted. This also applies to a player wishing to sign for a different club in future seasons.

6.3.3 The deadline date for transferring of players shall be the 18th of August.

## **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 Saturday afternoons with a kick off time scheduled for 2.30pm. Fixtures may be played midweek/Sunday or with a different kick off time on a Saturday. Any changes to the date or time of the fixture must be agreed by both clubs and the Competition Officer must be notified in good time prior to the scheduled fixture.

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- 7.1.1 Any club who wishes to kick off at a time different to default above (for reasons such as venue hire/second and women's teams) then it's the responsibility of that club to notify their opponent as soon as these kick off times are set, preferably before the start of the season so this does not become an issue during the season.
- 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.
- 7.3 **Team Sizes**
- 7.3.1 A maximum of 17 players may be named for each side taking part in a fixture.
- 7.4 **Contacting Opponents and Kit Obligations**
- 7.4.1 In accordance with the Operational Rules it is the responsibility of the home Club, during the week preceding a game, to contact both its opponents and the relevant Match Officials regarding team colours and ground directions by no later than 8pm on the Thursday before the following Saturday's fixture.
- 7.4.2 In the event there is a clash of colours the away team must wear an alternative strip.
- 7.5 **Technical Areas**
- All non-playing personnel and interchanges must remain in the designated technical area throughout the Match. They are not permitted to station themselves around the field, other than when managing a player, who has been removed from play, or when time management principles have been implemented (other than tracking physios) and are subject at all times to the control of the Match Officials.
- 7.6 **Medical Requirements**
- 7.6.1 It is the requirement of each Home Club to ensure that a First Aider attends each game. The first aider should make themselves known to the Match Official before the start of any Match and shall remain for a minimum of 15 minutes after the end of the Game and shall speak directly with a designated Official from both Clubs, if necessary, to ensure that the correct reporting paperwork is completed. In the event that there is no first aider then the match official will not permit a game to take place.
- 7.6.2 First aiders should be listed on the team sheet and are required to register on the GameDay (LeagueNet) system as a volunteer.
- 7.6.3 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](#).
- 7.7 **Reporting Injuries and Concussion**
- 7.7.1 In the event there is a serious injury or concussion at a Match this must be reported using the GameDay (LeagueNet) system. Reports are added in the post-game section which is the

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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.

### 7.8 Post Match Arrangements

7.8.1 The home club shall be responsible for supplying all the competing players, club officials and appointed Match Officials with a suitable post-match meal. The visiting club is obligated to accept such hospitality.

7.8.2 In the case of away clubs failing to fulfil a fixture the home club may also claim up to a maximum of £50 towards refreshment costs. Any club which will not be requiring refreshments should notify its opponents in advance of the game, otherwise the club will be liable to pay £50 compensation to the home club.

7.8.3 In the event a match is called off after 5.00pm on a Friday evening the maximum cost for refreshments will be added to the standard fine for conceding the fixture. The equivalent ruling will apply to midweek fixtures, whereby notification should be received by 5.00pm the previous day.

### 7.9 Team Sheet and Reporting Results

7.9.1 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.

7.9.2 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 the Competition Officer at [competitions@rfl.uk.com](mailto:competitions@rfl.uk.com) within 48 hours following the completion of the game. Details of the man of the match from both the participating clubs must also be included. The failure of a club to complete and return team sheets correctly will incur a £10 administration fine.

7.9.3 It is the responsibility of both clubs to ensure that the team sheet information, including point scorers and result information, is entered on the GameDay (LeagueNet) system within 48 hours following the completion of the game. Failure to do so will result in an £10 administration fine. For the avoidance of doubt prior to inserting the result both Clubs must agree with the Match Official the final result.

7.9.4 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 to GameDay (LeagueNet) within 60 minutes. Failure to comply could result in a £10 administration fine.

### 7.10 Abandonment of Games

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

### 7.11 Requests for Postponement due to Representative Rugby League

7.11.1 A club with two or more players selected to participate in a RFL recognised representative fixture (as determined by the Operational Rules) may apply to postpone its fixture scheduled that weekend.

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7.11.2 Such club applications should be submitted in writing and lodged with the Competition Officer and copied to the club's opponents for receipt within 96 hours of the scheduled representative match.

### **8 DISCIPLINE, SUSPENSIONS AND FINES**

8.1 A SCL discipline panel is in place to deal with all discipline matters arising, in accordance with section D of the Operational Rules. 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.

8.2 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.

8.3 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.

8.4 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.

8.5 A reported club, player, official or any other person may, to defend an allegation of misconduct, send a letter for receipt by the Competition Officer within seven days of the date of the match. The club or such persons may in their own defence request a personal appearance and/or bring witnesses and/or submit written mitigation, to the hearing, if they notify the Competition Officer within seven days of the alleged offence and send a deposit of £20.00 which must be paid to the RFL by bank transfer. The deposit shall be refunded after the hearing, provided that the appellant or their designated representative attends in person and they are found not guilty.

8.6 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.

8.7 Should a case of alleged assault by a player, club official or spectator be lodged it will be reported to the Competition Officer by a Match Official. The Match Official will then be instructed to make themselves available to the disciplinary committee, for the purposes of interview, due notice of which shall be given in writing. A Match Official shall in such circumstances be entitled to claim reasonable travel expenses.

8.8 A player's suspension shall commence on the Saturday 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.

8.9 All organised competition games, (including SRL fixtures, and RFL representative games) provided that they were arranged prior to the player's offence may be counted towards his list of suspended games.

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- 8.10 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, received, and approved by the Competition Officer. Any player or club violating this rule will be fined not less than £100. The offending player may also incur an additional suspension and will not be able to play 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 Management Group, should it deem appropriate, reserves the right to apply other sanctions which may include a club's suspension or expulsion from the competition.
- 8.11 All fines, payable to the RFL must be settled within 28 days and must be forwarded to the Competition Officer. Failure to meet this obligation shall result in the fine being doubled automatically. If a further seven days elapse without receipt of payment, then the club's fixtures will be suspended.

### **9 APPEALS**

- 9.1 All appeals against disciplinary sanctions imposed by the SCL are to be dealt with by an independent RFL appointed panel.
- 9.2 Clubs who have the right to appeal may do so within 7 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.
- 9.3 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.
- 9.4 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.
- 9.5 Adjudication by the Appeals Panel precludes the right of individual players or their clubs towards seeking a further representation.