



# PROPOSED RULE VARIATIONS ADOPTED FOR 2019 JUNIOR GIRLS COMPETITIONS WITHIN THE QRL SOUTH EAST QUEENSLAND REGION

## APPLICATION OF THE RULE VARIATIONS

These proposed rule variations are adopted for Junior Girls competitions conducted within the SEQ Region by the three Leagues: Rugby League Brisbane, Rugby League Gold Coast and Rugby League Ipswich.

These variations must be read in conjunction with the standard NRL Laws of the Game covering rugby league.

[Click here](#) for the NRL Junior Rugby League Laws of the Game covering 6 – 12 years.

[Click here](#) for the NRL International Rugby League Laws of the Game covering 13+ years.





## 1) UNDER 14 GIRLS

### 1.1 Team/Match Information

- (a) 11 a side competition;
- (b) 15 Players on match sheet;
- (c) No lateral movement of players across teams in the competition; and
- (d) Unlimited interchange.

### 1.2 Key Competition Rules to be communicated to Officials/Parents

- (a) Scrums are to be played;
- (b) Following a try the non - scoring team will restart play with a tap kick;
- (c) The kick off to commence each half is by place kick from the centre of halfway;
- (d) Game played on full sized international field;
- (e) Game duration 2 x 20-minute halves;
- (f) No time off for injuries; and
- (g) Each team must have an NRL qualified Coach and Sports Trainer present at each game.

### 1.3 Player Registration/Team Requirements

- (a) **Minimum** number of players (required to be fully registered on the NRL Database) in order to lodge a team in the competition are as follows.
  - 11 Players
- (b) **Maximum** number of players allowed to be registered before a new team or a combination team must be registered in the competition.
  - 18 Players

#### *Please note:*

*The SEQ Under 14 girl's competition is available for players with the 2005 and 2006 year of birth. Whilst the 18-month Registration Window trial will be applicable, it will only be applied in exceptional circumstances given the two (2) year age group differences already in place.*



## 2) UNDER 16 GIRLS

### 2.1 Team/Match Information

- (a) 13 a side competition;
- (b) 19 Players on match sheet;
- (c) No lateral movement of players across teams in the competition; and
- (d) Unlimited interchange.

### 2.2 Key Competition Rules to be communicated to Officials/Parents

- (a) Scrums are to be played;
- (b) The kick off to commence each half is by place kick from the centre of halfway;
- (c) Game played on a full sized international field;
- (d) Game duration 2 x 25-minute halves;
- (e) No time off for injuries;
- (f) Each team must have an NRL qualified Coach and Sports Trainer present at each game; and
- (g) All other international rules apply.

### 2.3 Player Registration/Team Requirements

- (a) **Minimum** number of players (required to be fully registered on the NRL Database) in order to lodge a team in the competition are as follows.
  - **13 Players**
- (b) **Maximum** number of players allowed to be registered before a new team or a combination team must be registered in the competition.
  - **24 Players**

#### *Please note:*

*The SEQ Under 16 girl's competition is available for players with the 2003 and 2004 year of birth. Whilst the 18-month Registration Window trial will be applicable, it will only be applied in exceptional circumstances given the two (2) year age group differences already in place.*



### 3) UNDER 18 GIRLS

#### 3.1 Team/Match Information

- (a) 13 a side competition;
- (b) 19 Players on match sheet;
- (c) No lateral movement of players across teams in the competition; and
- (d) Unlimited interchange.

#### 3.2 Key Competition Rules to be communicated to Officials/Parents

- (a) Scrums are to be played;
- (b) The kick off to commence each half is by place kick from the centre of halfway;
- (c) Game played on full sized international field;
- (d) Game duration 2 x 25-minute halves;
- (e) No time off for injuries;
- (f) Each team must have an NRL qualified Coach and Sports Trainer present at each game; and
- (g) All other international rules apply.

#### 3.3 Player Registration/Team Requirements

- (a) **Minimum** number of players (required to be fully registered on the NRL Database) in order to lodge a team in the competition are as follows.
  - **13 Players**
- (b) **Maximum** number of players allowed to be registered before a new team or a combination team must be registered in the competition.
  - **24 Players**

***Please note:***

*The SEQ Under 18 girl's competition is available for players with the 2001 and 2002 year of birth. Whilst the 18-month Registration Window trial will be applicable, it will only be applied in exceptional circumstances given the two (2) year age group differences already in place.*

*Please also be aware the QRL Age Eligibility Rule 4.1.3 will be enforced within this competition.*



## 4) MATCH SHEET REQUIREMENTS

### 4.1 Submission

- (a) Hosting venues must provide a copy of **all** match sheets for games played via **email** to [ipswich@qrl.com.au](mailto:ipswich@qrl.com.au) by Tuesday 8:00am following the fixture round.
- (b) All match sheets **must** be completed with players full registered name and NRL ID number.

## 5) COMPETITION DETAILS

### 5.1 Points Allocation

- (a) 3 points for a win;
- (b) 3 points for the team receiving the forfeit;
- (c) 2 points for a draw;
- (d) 1 point for a loss; and
- (e) 0 points when giving the forfeit.

### 5.2 Draw

- (a) Competition draws venues and fixture times will be found on the Rugby League Ipswich website.

[Click here](#) to go to the Rugby League Ipswich website.

### 5.3 Pools

- (a) Competitions will be run in a pool concept for the first eight (8) rounds and then broken to the appropriate Tiers leading into the final series.

### 5.4 Combination of Teams

- (a) Clubs can seek the support of the Competition Coordinator, Katrina Brown ([k.brown@qrl.com.au](mailto:k.brown@qrl.com.au) or 3202 4137) to help with the combination of teams to ensure that all players get an opportunity to play.

**ANY BREACHES OF THE ABOVE RULES MAY BE SUBJECT TO DISCIPLINARY PROCESS AND/OR LOSS OF COMPETITION POINTS.**