



SOUTH AFRICAN RUGBY LEAGUE FEDERATION

RULES & REGULATIONS

1. General

Each Club, Province, Affiliate and Honorary Member shall comply with these Rules and any Regulations made under them.

Each Club, Province, Affiliate and Honorary Member shall use its best endeavors to ensure that any company and/or persons or other organizations which are members of it or affiliated to it, and their players, comply with these Rules.

2. Transfer of Players

In this Rule 2 the following words shall have the meanings set out below unless the contrary intention appears:-

"Clearance" shall mean the consent of a Clearing Club to the registration of a player under whose system or registration a player is currently or was last registered as a player for a club under the system of registration of club

"Club" shall mean a rugby league body or other organization which employs or otherwise engages rugby league players and is affiliated to South African Rugby League and/or to a regional association that is registered to South African Rugby League.

"New Club" shall mean a club indicating their intention to registrar with the South African Rugby League for the first time.

"Clearing Club" shall mean the club in respect of which a player is registered at the time when an application for a Clearance is made;

"Clearing Member" shall mean a Club and/or Province under whose system of registration a player is currently or was last registered and to whom an application for a Clearance has been made;

"SARL." shall mean the South African Rugby League.

"Residing" shall mean a clubs home ground and where the majority percentage of players resides.

2.1 *Each Club and/or Province shall recognize and give effect to the systems of registration of players provided by the Rules or by-laws of the other Clubs and/or Provinces subject to any general or specific direction of South African Rugby League.*

2.2 *Where a player is currently or was last registered under the system of registration of another Club and/or Province no Club and/or Province shall permit a player to be registered as a player for a club under its control to take part in any match under its control without a Clearance from the Clearing Member.*



- 2.3 *The Clearing Member shall provide a Clearance on a due application being made unless under the system of registration of the Clearing Member a Club remains entitled to retain the registration of the player.*
- 2.4 *Where a player remains under contract with the Clearing Club, a Clearance may be given by the Clearing Member for such period of time and/or subject to such conditions as the Clearing Club may reasonably require having regard to the terms of the player's contract with the Clearing Club.*
- 2.5 *In the event of a Club which has sought a Clearance being dissatisfied with the refusal of such a Clearance or with the conditions upon which such Clearance has been provided upon the written request of the Club and/or Province which represents the applicant Club to the Chairman it shall be referred to the Executive Committee or a panel of 3 persons appointed by the Executive Committee to determine:-*
- 2.5.1 *Whether a Clearance has wrongly been refused; or*
- 2.5.2 *Whether a Clearance has been granted subject to conditions which are not reasonable having regard to the player's contract with the Clearing Club.*
- Upon the determination of the reference by the Executive Committee the Clearing Member shall provide such Clearance as shall be required by the Executive Committee for the purpose of giving effect to such determination.*
- For the purpose of giving effect to this Rule 2:*
- 2.6 *Except to the extent that such steps are in contravention of the laws in force in their respective countries, the Rules or by-laws of each Club and/or Province shall unless South African Rugby League otherwise directs contain provisions:-*
- 2.7 *prohibiting any Club from entering into a contract of employment with a player who is under a contract of employment with another Club without a clearance; and*
- 2.8 *prohibiting any Club from permitting a player in respect of whom a Clearance is required under Rule 2.3, but has not been obtained, to play any competitive game for that Club;*
- 2.9 *Except to the extent that such steps are in contravention of the laws in force in their respective countries, each Club and/or Province shall take such steps as it may be required by South African Rugby League to comply with this Rule 2 and to enforce the Rules referred to therein.*



- 2.10 *South African Rugby League shall have power to constitute and give effect to such system as it shall think fit for the transfer of the registration of players between Clubs and/or Provinces under their control (including Rules for the payment of fees as determined by South African Rugby League) and to modify such system from time to time provided that under no such system shall any club be obliged to release a player from a contract of service which is being and lawful in the jurisdiction in which such Club is situated.*
- 2.11 *If a player is transferred between clubs, whether in the same province or not, there will be a two week cooling down period from date of registration before the player is legible to play for the new club in either the national club championship or any regional matches. However, the player is still eligible for the national team.*
- 2.12 *If a player joins a club, and he has not played for any representative club the same season, the player is immediately eligible to play for the club in either the national club championship or any regional matches.*
- 2.13 *If a team cannot attend a scheduled match, and notifies the opposition as such 48 hours (or more) before the match commences, and arranges an alternative date, time and/or venue, then no penalties shall be incurred by either team. However, if a team sends notice of cancellation less than 48 hours before the commencement of the match, or does not arrive for the match, then the defaulting team will lose 5 log points and the team that did arrive, and not get to play a match, will receive 5 log points.*
- 3. Registration of Clubs.(New Clubs)**
- 3.1 *All clubs that indicates an intention of registering with South African Rugby League (SARL) must complete the prescribed SARL documentation for registering as a new club. The completed documentation must be submitted to the SARL Board for approval.*
- 3.2 *No new club may unreasonably be withheld to register as a new club if all necessary documentation have been completed and presented to the Board.*
- 3.3 *A new club may not consist of more than 30% of players registered with other existing SARL clubs. 70% of the new club must be new enlisted players. A club must consist of at least 15 players with a Club Chairman, a Coach and a suitable playing field.*
- 3.4 *A player is considered a new member if he has resigned from a SARL. Club in writhing, one year prior to his intention to registrar with a new club, and has not played for any SARL club in that same year.*

A new club will be seen as a new club as prescribed in (3.3) above or a club that was previously registered with SARL but has been dormant for more than two years.



- 3.5 *All clubs will play in the Provincial structure where they are residing in and may not register in another Province.*
- 3.6 *In the case where a Province has only one team, the team may play in under the auspice of another Province until such time as the Province has two registered clubs.*
- 3.7 *All new clubs without any exceptions, will play in the 2nd Division Competition (Rhino Cup challenge) during the first season where after they will be eligible to play under the Promotional / Relegation requirements to play in the 1st Division Competition (Steeden Cup Challenge) as determent by their ranking /status.*
- 3.8 *All new registered club players will be eligible for nominations and selection to play in their Provincial Challenge.*
- 3.9 *The window for registering a new club will close on the 30th of June every year. If the fully completed documentation for intent to registrar a new club reaches the SARL Board after this date the new club will only be allowed to play in the next year's club and Provincial competition.*
- 3.10 *If a late application is received by the SARL Board and approved, the club will be allowed to play friendly games for that season.*

Club Chairman Job Description.

- 4.1 ***If any Club Chairman registered with SARL fails to submit their signed Job Description to the Board of SARL before the commencement of the Rugby League season the club of which they are Chairman will not receive any points up until the SARL Board has received their signed Job Description.***

5 ELEGIBILITY OF A PLAYER TO PLAY FOR A PROVINCIAL TEAM.

- 5.1 *A player is eligible to play a Provincial Match if:*
 - 5.1.1 ***The player is registered to a club in the province, subject to the provisions in clause 163.1.2 a player may be awarded Provincial Colors for the respective province if the player has competed in a provincial match, as approved by South African Rugby League, and played under the auspices of South African Rugby League.***



AWARDING OF NATIONAL COLORS.

- 5.2 *A player may only be awarded his/her national colors if the player has represented South African Rugby League in a senior international match of tournament as approved by the Rugby League International Federation and run under the auspices of the Rugby League International Federation.*
- 5.3 *A junior player may only be awarded national colors if the player has represented South African Rugby League at a World Championship of World Cup Game recognized as such by the Rugby League International Federation and played under the auspices of the Rugby League International Federation*

3. Eligibility for International Rugby League

- 3.1 *A player is eligible to play an International Match for:-*
- (a) *the country in which he was born;*
 - (b) *the country in which either of his parents or any of his grandparents was born;*
 - (c) *the country which has been his principal place of residence for a period of three years up to the date of his selection;*
 - (d) *the country that he has represented pursuant to paragraph 3.2 (irrespective of whether that country continues to be his principal place of residence) provided that he has not subsequently represented any other country pursuant to Rule 3.3 below.*
- 3.2 *A player shall not be treated as having his principal residence in a country for the purpose of Rule 3.1(c) if he has not been present in that country for nine months in any period of twelve months during the three years up to the date of his selection.*
- 3.3 *A player who is eligible to play for more than one country shall be entitled to elect for which country he wishes to play. When a player plays a Senior International Match for a country, he is deemed to have elected to play for that country. Subject to Rule 3.5, once an election is made the player may not play Senior representative rugby league for any other country until the end of the next World Cup tournament, or the expiry of two years, whichever is earlier ("Election Period").*
- 3.4 *After the expiry of an Election Period, the player may elect to play for another country if he is eligible, but once he so elects (or is deemed to elect by playing in a Senior International Match) he may not play for another country until the expiry of another Election Period.*
- 3.5 *During an Election Period, a player may change from one country to another for which he is eligible pursuant to Rule 3.1, with the approval of the Federation (but he may only change once in each Election Period).*
- 3.6 *A player may not change their National Team during any Federation sanctioned International Tournament (including any qualification matches played as part of that International Tournament) in which that player is participating.*
- 3.7 *The burden of proof in establishing eligibility is on the player and the National Team that they wish to represent. If a player plays an International Match for a National Team which he is not eligible to represent, both the player and the National Team which selected him shall*



be guilty of misconduct.

- 3.8 *Where a player considers that he is eligible to join a National Team squad on the basis of Rule 3.1 above, before he first joins that squad, he shall provide proof of his eligibility to the National Team wishing to select him. In the case of eligibility under Rule 3.1(a) and (b), the player shall provide the National Team with a copy of the relevant birth certificate and/or passport stating place of birth.*



Where a player is not able to provide a copy of the relevant birth certificate and/or passport, the matter shall be referred to the Rules of the Game Committee and the player shall only be entitled to represent the National Team if they can provide satisfactory evidence to the Rules of the Game Committee that the player is eligible to do so. Save in extreme circumstances affidavits by a player will not be considered as satisfactory evidence.

- 3.9 National Teams shall, promptly upon request, provide the Federation with a copy of any evidence they have relied on pursuant to Rule 3.1 to 3.2. Where a National Team fails to do so, or the Federation do not consider the evidence satisfactory, the relevant player shall not be entitled to represent the National Team.
- 3.10 In the circumstances set out in Rule 3.10 above or in the event of the eligibility of a player to play for a National Team being uncertain or in dispute, upon the written request of any Member, Affiliate or Associate Member to the Chairman it shall be referred to the Rules of the Game Committee for determination.
- 3.11 The National Team which wished to select the player in question may appeal the decision of the Rules of the Game Committee to the RLIF Board. The decision of the RLIF Board shall be final and binding and not subject to appeal.
- 3.12 For the purposes of these Rules, a "Senior International Match" shall mean any match in which a player represents an RLIF member country, provided that the player is aged 18 years or over at the date of the match

3.13 A player will be considered eligible under Rule 3.1 (a) and (b) if the relevant qualifying country no longer exists as a sovereign state or political entity (the "State"). Where a qualifying birth certificate refers to a former State a player may nominate the country he wishes to represent from the federated entities that constituted that former State. Once a nomination of a country under Rule 3.13 is made, a player may not change the nomination to another entity of the State. A player eligible to play for more than one country is still entitled to change his country in accordance with Rule 3.3 but his new country cannot be a former entity of the State.

6. Availability for International Rugby League

- 6.1 Except as otherwise determined by the Board in respect of a particular match, tournament, Member, Affiliate, Honorary Member or player, a player who has been selected to play a Senior International Match approved as such by the Board for a country for which he is eligible (unless he shall make an election to play for another country in accordance with Rule 3.3):-
- 6.1.1 Must be made available by his club for all such matches for which he is selected and for training sessions where possible;
- 6.1.2 Shall not play for his club or any other team in the period of five days (including the day of the match) before any such match for which he has been selected;
- 6.1.3 shall not withdraw from a Match without the approval of South African Rugby League which has selected him for the match under the Rules and Regulations of South African Rugby League and the Rugby League International Federation: and
- 6.1.4 in the event of this withdrawing after selection shall not be permitted to play for his club or any other team in the period commencing five days prior to and ending five days after such match for which he has been selected.
- 7.2 The Rules and by-laws of each Member shall if South African Rugby League and the Rugby League International Federation so directs contain provisions requiring that all contracts between clubs and players shall give effect to this Rule.



7.3 *For the purposes of these Rules and players' representative records and rugby league representative statistics generally, only Rugby League International Federation can approve matches between Members, Affiliates and/or Honorary Members as "Senior International Matches" and/or "Test Matches". Applications to The Rugby League International Federation for such approval must be made by the host Club and/or Province prior to the playing of any matches for which "Senior International Match" or Test Match" status is sought.*

7. Levies

7.1 *All National and International Matches and National and International Tournaments in which Clubs and/or Provinces and/or National Teams participate will be subject to a levy of ten (10) percent of Net Gate Receipts. Clubs and/or Provinces must complete a financial report, in the form required by the Board from time to time, within 30 days of the completion of an International Match or International Tournament and lodge it with the Secretary.*

7.2 *Sums payable by way of levy shall be paid to South African Rugby League not later than three calendar months after the match or that last game of the tour or tournament in respect of which the payment is due and within such period the clubs and/or province accounting to South African Rugby League shall deliver to South African Rugby League on account of all income subject to the levy.*

7.3 *Unless South African Rugby League otherwise determines, any sum payable by way of levy and not paid by the due date in accordance with Rule 7.2 shall carry interest at the rate of 10 per cent on the sum from time to time outstanding or at such other rate as may be determined by South African Rugby League from time to time for the purpose of this Rule*

7.4 *Any Club and/or Province failing to pay to South African Rugby League by the due date any sum payable by way of levy shall not be entitled to attend or vote at meetings of South African Rugby League while any sum payable by way of levy or interest thereon remains unpaid.*

7.5 *South African Rugby League may apply funds collected through the levy:*

7.5.1 *For development grants to clubs and/or provinces or other bodies, for the encouragement or promotion of the Game or other purposes consistent with the objects of South African Rugby League;*

7.5.2 *for the organization and promotion of International Matches*

7.5.3 *For any other purpose consistent with the objects of South African Rugby League.*

8. Broadcasting and sponsorship rights

8.1 *Unless the Members, Clubs and/or Provinces participating in a Provincial, National or International Match otherwise agree, all*



television, radio and other broadcasting rights, and all sponsorships rights for a Provincial, National, International Match or Provincial, National or International Tournament (excluding the World Cup) shall be owned by South African Rugby League.

- 8.2 *Unless the Members, Clubs and/or Provinces participating in an International Match otherwise agree, all television, radio and other broadcasting rights, and all sponsorship rights for the World Cup shall be owned by the host in conjunction with the International Federation.*

9. Rules of the Game

- 9.1 *The Rules of the Game shall be the International Rules of the Game of Rugby League Football as modified and recognized from time to time by South African Rugby League in accordance with the provisions of this Constitution.*
- 9.2 *All Clubs and/or Provinces shall forthwith inform all referees, clubs and associations within their jurisdiction or control of all modifications of the Rules of the Game and shall require that the Rules so modified are applied to all matches played under their control.*
- 9.3 *South African Rugby League may authorise a Club and/or Province to introduce for experimental purposes such modifications of the Rules of the Game as it shall think fit but no club or province shall introduce any such experimental Rules without the prior approval of South African Rugby League.*

10. Match Officials

Unless the clubs and/or provinces participating in a Provincial, National or International Match otherwise agree, Match Officials for said Matches at senior level shall be appointed by the Match Official Chairman from the members of the National Match Officials Panel, In the event of an International Match the match official needs to be appointed from the members of the International Referees Panel.

The payment of the fees and expenses of the referees and touch judges shall be the responsibility of the Club and/or Province which is the host Club and/or Province or South African Rugby League in the case of any tournaments organized by South African Rugby League and those costs are to be deducted as shared Match Costs. The scale of fees shall be determined by South African Rugby League from time to time.

11. DISCIPLINARY PROCEDURES.

12.



New SARL. Disciplinary Structure/Process



Structure

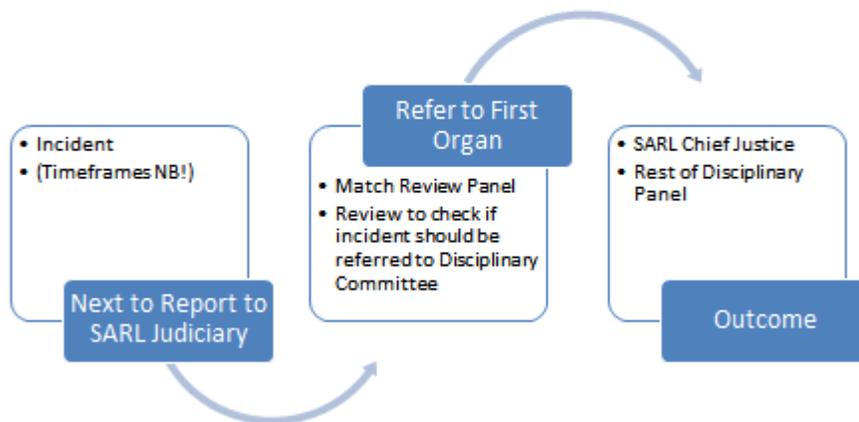


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1.0 SOUTH AFRICAN RUGBY LEAGUE (“SARL”) NATIONAL CHAMPIONSHIP

1.1 General

- (a) All participating clubs shall ensure that their players, coaches and club officials agree, without reservation, to abide by these Rules and Regulations pertaining to the SARL (National Championship): Premiership, Playoffs and Championship Final; as set out hereunder and the SARL Rules and Regulations.
- (b) All matches in the SARL will be played in accordance with the International Laws of the Game as current at the time of the Championship.
- (c) Variances to the International Laws of the Game are noted in these Rules and Regulations; as ratified by the SARL Board for the purpose of competitions governed by the SARL.
- (d) The SARL: Executive Board has appointed and empowered a Tournament Director to oversee and manage the SARL National Championship.
- (e) Any proposed variances to these Rules & Regulations will be at the discretion of the SARL: Executive Board; as and when approved and sanctioned by the SARL: Board and subsequent notification of all participating clubs.

1.2 Premiership

- (a) The SARL Premiership
- (b) Championship: matches will be played for championship points to qualify for the end-of-season Playoffs by gaining the greater number of points for win and drawn matches on the Championship Table. The club at the top of the table will be the champions. The following championship points system shall apply:
 - (i) Four (4) championship points for a win.
 - (ii) Two (2) championship point for a draw;
 - (iii) Zero (0) championship points for a defeat;
 - (iv) A loss of three (-5) championship points for a team who forfeits.¹
- (c) If two or more participating clubs finish equal on championship points after completion of the Competition, their relative positions on the Championship Table shall be determined as follows:
 - (i) The team having the greater points difference shall be placed ahead of other teams (points difference is calculated by subtracting the match points scored against a team from the match points scored by the team); if teams are still equal; then the team having the greater points percentage shall be placed ahead (points percentage is calculated by dividing the number of points scored by a team by the number of points it concedes and multiplied by 100); if teams are still equal then:

¹ Any forfeit and subsequent loss of championship points will be at the discretion of & review by the SARL Judiciary, and determined within one week of the scheduled match and relevant offense, unless a valid and approved appeal has been launched. Consequences of a forfeit may include additional Championship Points Deductions, Fines and/or Penalties applied to Clubs.

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- (ii) *The team that has the greater head-to-head record within the Championship, between the two teams, shall be placed ahead of the other team; if the teams are still equal then:*
- (iii) *The team who has scored the most tries in all the regular season games will be placed ahead of a team who has scored less tries; if the teams are still equal then:*
- (iv) *The team who has kicked the most goals in all the regular season games will be placed ahead of a team who has kicked less goals; if the teams are still equal then:*
- (v) *The team that won the last match in the Championship, between the two teams, shall be placed ahead of the other team; if the teams are still equal then:*
- (vi) *The order between the relevant team(s) will be decided by coin toss.*

2.0 FORMAT OF MATCHES

2.1 Match Commencement, Delays, Duration and Number of Players

- (a) *Matches are to start at the scheduled kick-off time. Should a team be delayed, they must notify the Tournament Director no less than one (1) hour before the scheduled kick-off time.*
- (b) *Delayed matches can be played if both coaches or club officials and Referee agree unanimously. The Referee will have the deciding vote and provide a report of the delayed start to the Tournament Director.*
- (c) *The coin toss will be in accordance with the International Laws. The Match Officials will toss the coin for the visiting team to call. The winner of the toss will have the choice of either:*
 - ☐ *Side of Field, or*
 - ☐ *Option to kick-off at the start of the game.*

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- (d) *Each match shall be of 80 minutes duration, consisting of 2 x 40 minute halves. There shall be a half---time interval of 10 minutes.*
- (e) *Teams alternate their sides of the field at half-time, and also alternate kick-offs in each half. In other words, teams swap their sides of the field at half-time, and the team that kicks-off at the start of the game will receive the ball at the start of the second-half.*
- (f) *The Referee will be the official timekeeper, unless the Referee designates the 4th Official as the timekeeper. Should the Referee employ a timekeeper, both teams' coaches, club official and captain must be made aware of the agreed upon mode of signaling for the end of each half of the game. Notwithstanding, the Referee shall be responsible for signaling the official start--- and end--- of play using his whistle.*
- (g) *The game shall be played with each team having not more than thirteen (13) and not less than nine (9) players on the playing field at any onetime.*
- (h) *Within the SARL, each team may have up to four (4) interchange players, and use up to twelve (12) interchanges during the course of a match.*
- (i) *If a team has less than eleven (11) players, both coaches and the referee shall decide if the game is to be played or not. If the decision is for the game not to be played then appropriate action will be decided by the SARL: Judiciary and may include Championship Points Deduction, Fines and/or Penalties applied to Clubs, and/or Suspension from the SARL.*

2.2 Postponed Matches

- (a) *If a match is postponed due to bad or inclement weather or an Act of God, then the match will be replayed on such date and at a venue and time as agreed by the Tournament Director in consultation with the two affected clubs.*
- (b) *If a match must be postponed and rescheduled, it is the responsibility of the Tournament Director to notify all parties concerned immediately following the decision.*
- (c) *In the event of a match that cannot be played, and after attempts to reschedule have been exhausted, the Tournament Director may decide to waive the match, so long as it has no bearing on Championship Table positions; as and when approved and sanctioned by the SARLF: Executive Board and subsequent notification of all participating clubs.*
- (d) *If a club requires rescheduling a match due to circumstances not related to inclement weather, Act of God, hazard or emergency, they must send a request in writing to the Tournament Director at least forty--eight (48) hours prior to the date and time of the original game.*
- (e) **A club failing to fulfill a fixture without a satisfactory reason, or forfeiting a fixture, shall be referred by the Tournament Director for sanctioning by the SARL: Judiciary; which may lead to fines or financial recovery [including, but not limited to, the cost of field hire, travel expenses and match officials] and **championship points deducted.****

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2.3 Abandoned, Incomplete and Forfeit Matches

- (a) *If a match cannot be completed due to unforeseen circumstances (e.g. Act of God, inclement weather, player injury, player/spectator safety, power failure, etc.) or a team is reduced to less than nine (9) players, it will be considered completed if at least 60 minutes (or three---quarters) have been played. If 60 minutes cannot be played then the game will be rescheduled, unless the Match Officials (with consultation of both coaches) agree unanimously to accept the score at the time the match was stopped as the final result. When the Tournament Director subsequently endorses such decision, it shall be final and not subject to appeal.*
- (b) *A match is forfeited, unless the Referee or Tournament Director is notified otherwise, when less than eleven (11) players from either team are available to take the field at the scheduled start time.*
- (c) *If a match is forfeited, it counts as a loss for the team that has failed to meet its requirements. The opposing team will be awarded the win 30...0, as well as the championship points for the win. No individual player will be accredited these points.*

ON-FIELD

- (a) *Each team must play in SARL approved player apparel. Failure to wear approved player apparel will be referred to the SARL: Judiciary for consideration of disciplinary action and may result in a fine and/or loss of championship points.*
- (b) *Kick Off: See: 2.1 (a)*
- (c) *Sin Bin [Yellow Card]: When the referee sends a player to the Sin Bin they cannot be replaced. It is mandatory for a sin---binned player to remain as near as possible to the Fourth Official and is not permitted to sit with their respective team's interchange bench. [See 9.2 (c)]*
- (d) *Send Off [Red Card]: A player sent---off from the field by the Referee will take no further part in the match and will remain outside the playing area for the duration of the match or for the duration of any subsequent suspension. [See 9.2 (d)]*

4.0 PLAYING KIT

4.1 Colors

Each participating club is required to advise, and register with, the SARL Tournament Director, their respective club's attire design and colors (including exact pantones).

Where, in the opinion of the Tournament Director, the registered colors of two clubs are likely to cause confusion, the Tournament Director will confirm the first club to register their colors and advise the other club that either: (i) a change of colors is required, or (ii) an alternative kit needs to be sourced.

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4.2 Numbering of Players

Players' numbers will be displayed on the player's back, be not less than nine inches (9") in height and be clearly visible and must stand out from the surrounding background.

4.3 SARL Logo

All teams are required to display the SARL Championship Logo on the right breast of the Jersey.

5.0 MATCH-DAY REQUIREMENTS

5.1 General

- (a) The host team is responsible for making all necessary arrangements for hosting the match at the venue including but not limited to those set out in the SARL: Minimum Standards.*
- (b) The host team shall ensure that when hosting a SARL fixture, it complies with all applicable Local, Regional and National Laws, and obtains all necessary licenses and permits to operate the event.*
- (c) **Under no circumstance may a RL game or RL practice commence without the necessary trained medical personnel and equipment next to the field. No RL game or practice may commence without the necessary pole protectors as prescribed by the RLIF. If any claims whatsoever may arise due to a lack of aforementioned during any RL game or practice the Board of the South African Rugby league will not be held responsible or liable for any loss or injury to a player. It is hereby specifically expressed that the Club and Club Chairman will be held liable for any claims that may arise due to the lack of adhering to the safety requirements set out above.***

5.2 Commercial Rights

Each Participating team agrees that the SARL has the right to grant any sponsorship, media and/or other commercial rights (the "Commercial Rights") in relation to the Championship, and agrees to comply with the terms of all such agreements as advised to it from time to time.

All teams acknowledge that the SARL holds all Commercial Rights for any match in the SARL Championship and will be awarding exclusive rights in respect to certain goods and services in connection with the SARL to commercial partners. The host team must therefore not hold itself as being entitled to sell rights in relation to the SARL and shall not sell Commercial Rights in any matches in the Championship in any manner which might imply a connection between the Championship and/or SARL.

The hosting team must seek SARL approval for any proposed grants and/or sales of Commercial Rights to avoid any conflicts with the SARL.

5.3 Field Markings³

Field markings should be in reference to, and as near as possible, the International Laws of the Game, as set out in the SARL Minimum Standards document. It is the responsibility of the host team to ensure field markings meet these standards.

³ See Appendix I: Rugby League Football – Field Dimensions

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5.4 Posts and Post Protectors

It is the host club's responsibility to ensure that the posts are fit for purpose and are secured to the ground. Hybrid posts (such as those attached above soccer post) or Gridiron posts are acceptable. Goal posts are required to be suitably protected. Corner posts for the goal line should be in reference to the International Laws of the Game and of a soft or thin fiberglass material. Other field posts and flags should be of similar material at least one (1) meter outside of the touch---line. [Note: PVC piping should not be used for fear of snapping and creating splinters.]

6.0 TEAMS

6.1 Medical Provisions and Emergency Management Plan

- (a) All participant clubs shall provide, during all matches, ample water and at least one (1) qualified Trainer or Physiotherapist, preferably assisting a qualified Doctor. All medical personnel should be made available to opposition teams and Match Officials for treatment, if required.*
- (b) Each club should develop an Emergency Management Plan in conjunction with local Police, Ambulance or Emergency Response personnel. This should include a Crisis Communications Plan to appropriately manage the message that is invariably propagated as a result of a severe event and/or crisis involving a club, player, coach, club official, or club fan.*

6.2 Communication

- (a) Each club must provide the Tournament Director with contact details of their club's match---day official for the purpose of emergencies and as a spokesperson for media reports.*
- (b) All players, coaches and club officials should be aware they could be required for media calls and comments. They should make themselves reasonably available for such activities and keep all comments associated only to their club and not the Match Officials or the SARL.*
- (c) Any comments made to the public or press by any player, coach or club official, that are found to be derogatory in their nature, could be guilty of misconduct and will be referred to the: SARL Judiciary and/or the: SARL Board.*

7.1 MATCH OFFICIALS

- (a) Any player, coach or club official wishing to speak to the Match Officials should do so through the Fourth--- Official. And any person outside of the Playing Area wishing to speak to the Match Officials should do so through the Tournament Director.*
- (b) All clubs should ensure that Match Officials are not subjected to abuse, derogative comments or harassment on the field, entering the field or leaving the field.*

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- (c) *Should a spectator, player, coach or club official have an issue with a Match Official, it should be raised initially with the applicable club official who is to immediately contact the SARL: MOD [Match Officials Department] and the SARL Tournament Director.*

7.1 Selection

Match Officials will be appointed at the sole discretion of the MOD [Match Officials Department]. The appointments of the four (4) Officials: Referee, two (2) Touch---Judges and the Fourth---Official for each match, shall aspire to be neutral, in terms of club/regional affiliation, to the Participating Teams in the match.

7.2 Appointment

The MOD shall advise club officials of Match Officials appointments no later than 48 hours prior to start of match. Should an appointed Match Official be injured prior to, or unable to attend the match, then the MOD may appoint a substitute Match Official at their discretion; should no other Match Officials be in attendance and/or available.

7.3 Match Officials Costs

All costs for Match Official will be met by the hosting club/ SARL as agreed upon.

7.4 Decision of Match Officials

Decisions made by Match Officials during a match relating to the Laws of the Game shall be final and not subject to objections or appeal.

7.5 Interchange Procedure

- (a) *Each team will be provided a set of ten (10) interchange cards, numbered 1 – 10, and shall be allowed to make ten (10) interchanges from those players named on their respective team's official team sheet.*
- (b) *The Fourth Official (or official Touch Judge) present will be responsible to manage the interchange process.*
- (c) *Interchange Cards must be used and presented in order to allow for an interchange to be processed. If a player report to the Fourth---Official without a card, he will be sent back to the bench to obtain a card before the interchange will be allowed. [NB: Interchange Cards should be used in sequential numerical order; starting with Card #1 during the first interchange, and ending with Card #10 during the final, twelfth interchange.]*
- (d) *Interchanges may take place during general play, after any scoring has been completed, when the ball is out of play, or when play has been temporarily suspended by the Referee.*
- (e) *Interchanges cannot be made after the Referee has ordered a scrum until the scrum has been completed. A Player leaving the field may do so at any time but their replacement cannot enter the field until the ball emerges from the scrum. An interchange may take place at a scrum only if the Referee has temporarily called time---off.*

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- (f) *Prior to an interchange being made, the Player going on to the field must report to the Fourth---Official (or Touch-
---Judge). Once the Player who is to be withdrawn has exited the playing field, the Player going onto the field will submit their interchange card to the official and then be given permission to enter the playing field, and the Player must enter the playing field from an on---side position.*
- (g) *If a player is sent from the field or sin binned, a replacement cannot be made for that player until the subsequent time has elapsed.*
- (h) *Failure to comply with the interchange rule may be treated as misconduct by the Referee and subject to both a report to the Tournament Director and sanctioning by the SARL: Judiciary.*
- (i) *Each participating team will be responsible for ensuring compliance with the interchange procedures. Failure to comply will result in an investigation and possible disciplinary action.*

8.0 MATCH DAY PROTOCOL

8.1 Videography

Videos to be used to film the game must be used where possible for review purposes.

8.2 Dressing Rooms

The host team will specify which dressing room each team will occupy. It is compulsory for all teams to use the dressing rooms. Failure to comply will result in SARL: Judiciary review and disciplinary action.

8.3 Match Balls

The hosting team will be responsible to provide match balls for the day.

Kick Off

Each participating team shall ensure that its team is ready to take to the field as and when directed by the

Match Officials, which is usually, be no less than two minutes before the start of each half.

8.4 Team Sheets

- (a) *A team sheet, approved by the Tournament Director, must be completed by each team, with one copy submitted to the opposing team and another to the Fourth---Official (or Referee), no later than fifteen (15) minutes prior to kick off.*

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- (b) A maximum of seventeen (17) players named on the team sheet will be allowed to take part in a SARL match fixture. If there is any change in the seventeen (17) players listed after the team sheet has been submitted, the Match Official must be advised for his approval. Furthermore, the Match Officials should report any discrepancies between the names listed on the team sheets and the players registered to a Club roster to the SARL Tournament Director. The team sheet must also list the MOD personnel who are on duty for that game.

8.5 Results & Match Reporting

- (a) Both club officials, in consultation with the referee, must agree on the final score immediately on completion of the match, and text message and/or e-mail the result to the individual appointed to log the results. The result must identify the match winner, and list the score for each half. For example:
- ☐ Draw: Wizards vs. Rabbithos
 - ☐ Cape Town : Wizards [4] **18** | Rabbithos [16] **18**
 - o i.e. Club Name [1st half score] **FinalScore**
- (b) A match report must be compiled by each club and e-mailed to the individual appointed as soon as possible on completion of the match, and subject to media deadlines [being 11:59pm the Sunday following of the match]. The match report must include the date, time & location of the match, as well as the full-names of all points' scorers, and all players who were Sin-Binned or Sent Off and for what offense they were penalized.
- (c) Immediately upon conclusion of the match, the referee must notify the MOD Chairperson and the SARL Tournament Director of any resulting on-field disciplinary action; including players placed on report, and the award plus recipient name of any yellow- or red- cards. Their referee's notification must then include an official written report, e-mailed to the MOD and the Tournament Director, no later than 24 hours following the match. This report is then to immediately be forwarded for review by the SARLF: Judiciary.

8.6 On-Field Team Personnel

8.7.1 Trainer [Yellow Tops]

- (a) An Athletic Trainer may enter the playing field at any time, behind play, and must not interfere with the progress of play, nor are they entitled to communicate with a Match Official, unless a serious injury has occurred.
- (b) They must enter and leave the field as quickly as possible.
- (c) An Athletic Trainer may enter the field to inform a player that he is being interchanged, and may remain on the pitch for a maximum of three tackles whilst carrying out this duty.
- (d) In the case of a breach by the Athletic Trainer the Referee will stop the game and provide a warning to the Trainer. Should further breaches occur the Referee can send the Athletic Trainer from the Playing Area, and the affected team will not be allowed to use a member of staff for interchanges for the remainder of the game.

⁴ Insert: Name | Cell Number | E-Mail Address

8.7.2 Medical [Orange Tops]

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- (a) *The team's Medical staff is allowed unlimited access to the playing field to directly render assistance to injured players, and in stances of severe injury may indicate to the Referee that the game should bestopped.*
- (b) *They must enter and leave the field as quickly as possible.*
- (c) *They are not allowed to pass on messages at any time, nor are they allowed to be involved in the on--field interchange process; save that when they go onto treat a player, they may assist bringing they player off the field (i.e. escort him to the touch line for further treatment).*

8.7.3 Water Carrier [Blue Tops]

- (a) *Only one (1) water carrier is permitted to enter the field of play in the following circumstances:*
 - (i) *In General-Play, while their team is in possession of the ball, and only from behind play.*
 - (ii) *After a Try has been scored.*
 - (iii) *During a stoppage in time, such as when the Referee has stopped play for an injury.*
- (b) *They must enter and leave the field as quickly as possible.*
- (c) *They must carry an approved water---carrying device or unit, and must leave the field before play has recommenced.*

8.8 Technical Areas / InterchangeBench

- (a) *The host club will specify which technical area / interchange bench, inside the Playing Area, each team will occupy during the course of the match. Both technical areas must be visibly marked or outlined with the same dimensions.*
- (b) *A maximum of four (4) team officials and four (4) interchange players will be allowed to sit in the team technical area / interchange bench, inside the Playing Area.*
- (c) *Only registered players, medical staff and coaching staff will be allowed to sit on the interchange bench.*
- (d) *All other personnel are to remain outside the designated Playing Area.*
- (e) *All personnel must remain seated on the interchange bench and inside a marked technical area unless they are in the act of warming up, the mode of being interchanged, seeking medical attention or attending to their on---field duties, including at the half---time interval.*
- (f) *Any personnel from the interchange bench not seated, behaving in a manner of misconduct or not in the best interest of the Game, will be requested by the Referee to leave the Playing Area and may go on report to the: SARL Judiciary.*
- (g) *No player, spectator or person will enter the Playing Area without due cause or become involved in any on--field altercations. In the case of an on---field altercation, any player, staff member or coach that leaves their technical area to intervene will be sent from the Playing Area, and subject to a full written report and the strictest disciplinary review from the SARL: Judiciary.*

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- (h) *All personnel in the technical area / interchange bench must be properly attired at all times in suitable clothing [e.g. a tank top / vest / t---shirt and shorts / tracksuit bottoms / trousers].*
- (i) *No spectators shall be allowed to watch a fixture from any place that is deemed unsafe by the Tournament Director or Match Officials. The Referee should stop the game if any spectator encroaches on such an area, to be monitored by the Fourth Official.*

8.9 **Bleeding Players**

The following procedure will apply in all cases where a player is bleeding or his person, clothing or equipment has been contaminated by blood:

- (a) *If the referee notices a bleeding or blood contaminated player he will immediately stop play and signal the player is to leave the field of play, at which time the player can be interchanged;*
- (b) *A player who was ordered from the field by the Referee because of bleeding, who has not been interchanged, is not to be regarded as an interchange player, and therefore may return to the field of play at any time and is permitted to take a kick for goal.*

8.10 **Stitching / Strapping**

Any player who is bleeding and requires treatment by way of either stitching, strapping or otherwise, must be taken to the team dressing room or shared medical facility so this procedure can be conducted out of the view of the general public. After treatment, the wound must be bandaged or covered to protect the injury and to eliminate the risk of further bleeding.

8.11 **Contaminated Clothing**

In a case where a player's person, clothing or equipment has been contaminated by blood, the referee may stop play immediately and signal for the player to leave the field and require the replacement of clothing, equipment or bandages. This player is subject to the same interchange rules as outlined in Section 8.9(b) above.

9.0 **MISCONDUCT**

9.1 **Behavior Considered Misconduct**

All participating clubs shall ensure that their players, coaches and club officials shall, at all times, behave in the highest standards, and are bound by the provisions of these Rules and Regulations and the: SARL Codes of Conduct.

A player, coach or club official may be guilty of misconduct if he/she:

- (a) *Commits a serious or persistent breach of these SARL Rules and Regulations;*
- (b) *Without limiting **Article 9.1(a)** above, commits a breach of any of the rules listed in **Article 10** below;*

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- (c) *Engages in conduct that is prejudicial to the interests of SARL matches, the SARL or SARL Members;*
- (d) *Is convicted of a criminal offense by any court of competent jurisdiction;*
- (e) *Fails, within the time allowed, to comply with any decision of the SARL: Judiciary, the SARL: Executive Board and/or SARL: Board.*

9.2 Proceedings for an Offense or Breach

- (a) *In a case where a team, player or club official has failed to comply with a provision of these Rules and Regulations, proceedings may be taken against that team, player or club official with a penalty imposed.*
- (b) *On---Report: the Referee may place a player or team personnel on---report by signaling an X with his arms, wherein the Fourth---Official is to note the time of the incident and a brief description upon the game sheet. This automatically triggers a review by the SARL Judiciary: **Match Review Panel** for their consideration.⁵*
- (c) *Sin Bin [Yellow Card]: the Referee may send a player to the sin bin for ten minutes. A sin---binned player cannot be replaced during the ten---minute period. Any player receiving three (3) yellow cards within the season, not necessarily in consecutive matches, will be automatically suspended for the next match following the third yellow card.*
- (d) *Send Off [Red Card]: the Referee will send a player from the Playing Area for foul play or misconduct. Examples of this include a (deliberate or unintentional) high tackle where the defending player comes in contact with the head or neck of an attacking player, deliberate foul or dangerous play, verbal abuse or contact with a Match Official. A red card means a player/staff is sent from the field of play, and cannot sit in the technical area for the duration of the match or for the duration of any subsequent suspension. An automatic one---match suspension is mandatory for the recipient of a red card. The incident will be reported by the Referee, in a full written report, to the MOD and the Tournament Director, no later than 24 hours preceding the match and incident. In turn the Tournament Director will forward the report to the SARL Judiciary: Match Review Panel for their consideration.*
- (e) *If any person reasonably believes that any player or official is guilty of misconduct, he or she must immediately inform the SARL CEO in writing, setting out all relevant details of the alleged misconduct.*
- (f) *The SARL CEO shall investigate, or appoint his delegate to investigate, any allegations of misconduct or prejudicial matters. The CEO will decide if an incident should be forwarded to the SARL: Judiciary.*

9.3 SARL Judiciary: First-Instance Organs

Only a written report from the Tournament Director, SARL Executive Board Officers, or the MOD Chairperson, can trigger a SARL Judiciary: Championships Disciplinary Committee (CDC) hearing for an on---field malfeasance, match---day misconduct or foul play. (Any instances of off---field malfeasance shall be adjudicated by the SARL Judiciary: First---Instance Committee.) All reports must be submitted by (or copied to) the SARL : CEO by 12:00pm (high---noon) on the Monday immediately following the match fixture in

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question. Should the report be of a player incident the (on---field) CDC will endeavor to conclude their findings and hand down a decision for penalty no later than the beginning of the next scheduled match--- fixture.

- (a) *The Championships Disciplinary Committee may impose a penalty that may involve a caution and/or fine and/or costs to a player, official and/or team, or the suspension or expulsion of a player or official. Where the penalty imposed on a player or official includes a fine and/or costs, these shall be paid by the club to which that player or official is registered.*
- (b) *The: SARL Judiciary (Sentencing Guidelines & Procedures) shall be used in all cases unless a unique case is not listed. Third party recommendations (RLIF) may be used.*
- (c) *All SARL Judiciary organs will conduct deliberations utilizing the “reply---to---all” email function, in order to preserve a continuous line of thought, which can be stored for official SARL records.*
- (d) *Any player receiving a suspension in the SARL Championship will not be permitted to serve out any part of his suspension in the Championship,*

9.4 SARL Judiciary: Appeals Organs

- (a) *A player, official or club who is found guilty by the SARL Judiciary: Match Review Panel and/or First--- Instance Organ, shall have the right to appeal. Such an appeal is to be made in writing and to be lodged with the Chief Justice within 48 hours of notification of the decision.*
- (b) *The Disciplinary Appeals Commission (“DAC”) receives the appeals in relation to sentences rendered by the Championships Disciplinary Committee. The Higher Appeals Commission (“HAC”) receives the appeals in connection with the breaches to the game and to the rules of the SARL, as in relation to sentences rendered by the First Instance Committee. The appeals organs may be asked to resolve on matters that have been fully investigated, or on matters that are still subject to investigation.*
- (c) *The delay of the appeal is fifteen (15) days, starting from the next day of the date of the award. The appeal is subject to the payment of a non---refundable fee of R 1 000.00*
- (d) *Unless otherwise decided by the appeals organ, the appeal shall serve to suspend the effect of the First--- Instance Organ’s award.*
- (e) *Upon the receipt of a request for appeal, the organ shall proceed with the notification of all the other parties involved in the First---Instance proceedings. The notification shall contain the reference to the delay within which the notified persons will have to submit their observations to the appeals body.*
- (f) *The filing of an appeal shall not operate to stay the original decision of the SARL Judiciary: Disciplinary Committee.*
- (g) *After an appeal, decisions handed down through the SARL Judiciary: Appeals Panel shall be final and conclusive, and not subject to further appeal.*

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10.0 MISCONDUCT OFFENSE

10.1 Inducements

It shall be an offense for any player, coach, club official or match official offering or receiving a bonus or any form of inducement to or from any other player, coach, official or referee whether directly or indirectly and by whatever means to win, lose or draw a match or alter or influence their decision in a match may be deemed guilty of misconduct and may be dealt with as provided above.

10.2 Betting

It shall be an offense for any player, club official, coach or match official to place, accept or lay a bet on any SARL match or tournament, or in relation to SARL matches or tournaments in any way, or to provide information or do any other act or thing which is calculated to or does assist other involved on any of the foregoing.

10.3 Criticism of Match Officials

It shall be an offense for any player, coach or club official to publish, or cause to be published or make public (by whatsoever medium), comments that are prejudice or derogative of SARL Match Officials, or the manner in which a Match Official has conducted their duties.

10.4 Discrimination

It shall be an offense for any player, coach or club official to engage in discrimination on the grounds of age, ethnic origin, gender, and special needs, including learning and physical disabilities, class or social background, religion, sexual orientation, marital status, pregnancy, color or political persuasion (Discriminatory Behavior).

10.5 Gestures & Foul Language

It shall be an offense for any player, coach or club official to make any gesture, or use foul and/or abusive language, that may be considered obscene or likely to incite disorder.

10.6 Unruly Behavior

It shall be an offense for any player, coach or club official to behave in an unruly manner in any public place, which for the avoidance of doubt shall include to---- and from---- Championship venues, within team transportation, and in vicinity of playing areas.

10.7 Conduct Prejudicial to the Interest of the SARLF

It shall be an offense for any player, coach or club official to behave in a manner which is prejudicial to the interests of the SARLF or which may cause damage, annoyance or disrepute to the SARLF or the Game of Rugby League Football.

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10.8 Safety

It shall be an offense for any player, coach or club official to fail to comply with safety instructions provided by the recognized club representative and/or person of authority responsible for safety & wellbeing of the venue.

10.9 Spectators

Participating clubs shall use their best endeavors to ensure that their supporters and spectators attending any SARL official event, and in respect of local residences, do not use foul and abusive language or threatening gestures towards players or members of team management, match officials, tournament officials, other supporters and members of the public.

11.0 MEDIA RELATIONS

It is imperative for the success of the Championship that all players, coaches and officials make themselves available to the media at all times. In particular there will be the following requirements:

11.1 Team Photograph

The SARL requires all clubs to provide team photos, and ensure that the full squad and all club officials are available for a formal team photograph at each fixture.

11.2 SARL Championship Final: Pre-Match Press Conference

Prior to the Championship Final, participating teams' full squads must be available to meet for a pre-match Press Conference, if and as and when required, as specified by the SARL organization/entity hosting the fixture. The Manager, Coach and Captain must be available for a short formal press conference if requested by the.

11.3 Weekly Press Briefings

Each club's representative, team manager or coach shall liaise with the appointed media officers each week to discuss potential news stories to be released to the media.

11.4 Pre-Match Venue Training or Familiarization Visit

These visits will be open to the media, and all players and officials should make themselves available for informal interviews after the training session or familiarization visit.

11.5 Post-Match Press Conference

Each club's representative, Coach and Captain must be available for a short formal press conference after each match, together with the Man of the Match or any other nominated player, if requested by the SARL or host team.

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11.6 Official Spokesman

Each club must provide one official as the team's Official Spokesman. The Official Spokesman must be available for emergency and press contact on their mobile phone between the hours of 08:00 and 21:00 each day.

11.7 Telephone Access

Each team shall co-operate with media requests for telephone interviews from radio stations.

12.0 PLAYERS' ELIGIBILITY

12.1 Player Registration

- (a) All players wishing to participate in the SARL Championship must be registered with- and by- the. SARL*
- (b) No player is registered until ratified by the. SARL*
- (c) The SARL can deregister a player any time it so chooses and without prior notice.*
- (d) All players under 18 years must provide a duly signed statutory document from parents approving and allowing them to play and waiving allrights.*
- (e) New player registration, during the season, can be submitted and received by the SARL Tournament Director before 12:00pm (noon) on the Thursday before a fixture they wish to participate in.*
- (f) Player Trade:*
 - (i) If a player wishes to play for a club other than the club with which he is currently registered, he should receive a written release from his present club (SARL Player Release Form)⁶ allowing them to play for another club.*
 - (ii) A copy of the signed and authorized Release Form, must be sent to, and acknowledged by the Tournament SARL Director, no later than 12:00pm on the Thursday prior to a fixture.*
 - (iii) Players are only entitled to one (1) single trade perseason*
 - (iv) Clubs are expected to respect the moral wellbeing of players.*

⁶ The SARL Player Release Form, must be duly signed by: (1) Club President and/or Vice-President, and (2) Club General-Secretary.

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In order for Players to be considered eligible for the Playoffs, they must:

- (g) Adhere to all SARL Rules and Regulations,*
- (h) Have been recorded in a minimum of four (4) games in their respective club's*
- (i) Failure to meet these requirements will infer an ineligibility status in respect to that player's ability to participate in their club's SARL Playoff match or Championship Final.*
- (j) A breach by a player in these eligibility requirements will incur a forfeit for the club found guilty.*

ALL CLUBS MUST HONOR THE SPIRIT OF THE SARL RULES & REGULATIONS

- 12.1 be appointed by South African Rugby League comprising members of clubs and/or provinces and a Provincial Chairman. The panel will consist of a member of the Executive Council that is not affiliated or involved with either of the two clubs in the incident as well as two other members of good standing with SARL, and that are impartial to any of the clubs involved.*
- 12.1.1 The guilty team/club shall forfeit the game as if they have lost 36-0, and they will be docked 5 log points. The match will not be replayed.*
- 12.1.2 If the panel finds that one or more of the club's players were guilty of repeatedly transgression the rules of the game and that said action was the cause of the match being cancelled, then:*
- 12.1.3 The guilty team will receive a written warning from SARL and if a similar situation arises again where the club is found guilty of unlawful and unsportsmanlike behavior, then the club will be sanctioned and will not be able to play in either a regional match, or any national club championship matches for that season.*
- 12.1.4 If a team decides to leave the field of play while the game is still within time, and the reason found to not be in accordance with the findings of the above panel, then the team that has left the field of play will be considered to have forfeited the game as if they have lost 36-0 and will lose 5 log points.*

13. Doping Control

- 13.1 South African Rugby League subscribes to the Law on Doping and Substance Abuse as controlled and managed by the South African Institute for Drug Free Sport, which subscribes to the Rules & Regulations of the World Anti-Doping Association*
- 13.2 South African Rugby League will publish (and may from time to time modify) Regulations governing doping control applicable to matches, tours and tournaments played at Senior international level and these Regulations shall be binding and of uniform interpretation for each Club and/or Province.*

16. Licensing and use of Federation Property

- 16.1 *For the purpose of this Rule, Federation Property means all intellectual property and other rights arising in connection with Federation including South African Rugby League name, phrases, identity, get-up, logos, designs, symbols and trademarks owned by Federation.*
- 16.2 *South African Rugby League owns South African Rugby League Property and may exploit it as it sees fit.*

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- 16.3 *South African Rugby League may grant a Club and/or Province the right to use South African Rugby League Property; on such terms and for such period as South African Rugby League determines.*
- 16.4 *South African Rugby League logo is an essential element of South African Rugby League Property. South African Rugby League has created a Federation logo.*
- 16.5 *Subject always to the approval of South African Rugby League a Club and/or Province shall have the right to use South African Rugby League logo, in a manner approved by South African Rugby League.*
- 16.6 *A Club and/or Province may use South African Rugby League logo on:-*
- 16.6.1 *Letterheads, business cards and other printed promotional material of the Club and/or Province;*
- 16.6.2 *Signage used in and around the offices of the Club and/or Province;*
- 16.6.3 *Apparel to be worn by employees of the Club and/or Province;*
- 16.6.4 *Playing apparel, training apparel and travelling apparel of official members of the Club and/or Province and its representative teams;*
- 16.6.5 *Playing apparel, training apparel and travelling apparel of official members of the Club and/or Province and its representative teams;*
- 16.6.6 *Playing apparel, training apparel and travelling apparel of other competitors and teams approved in writing by South African Rugby League;*
- 16.6.7 *Signage at grounds and associated media events to promote representative matches under the auspices of the Club and/or Province; and*
- 16.6.8 *Any other use approved in writing by South African Rugby League.*
- 16.7 *A Club and/or Province shall not produce merchandise nor grant a license to any third party to produce merchandise which uses South African Rugby League Property unless such merchandising or licensing arrangements ("Licensing Program") including all products to be licensed ("Licensed Products") has been approved in writing by South African Rugby League.*
- 16.8 *The proceeds from the sale of all Licensed Products remain the property of the Club and/or Province provided that South African Rugby League shall receive a royalty fee to be agreed by South African Rugby League at the time of granting of approval by South African Rugby League.*
- 16.9 *A Club and/or Province which has obtained approval to license third parties to use South African Rugby League Property shall provide South African Rugby League with a report on its plans and proposals for its Licensing Program on a six monthly basis detailing:-*

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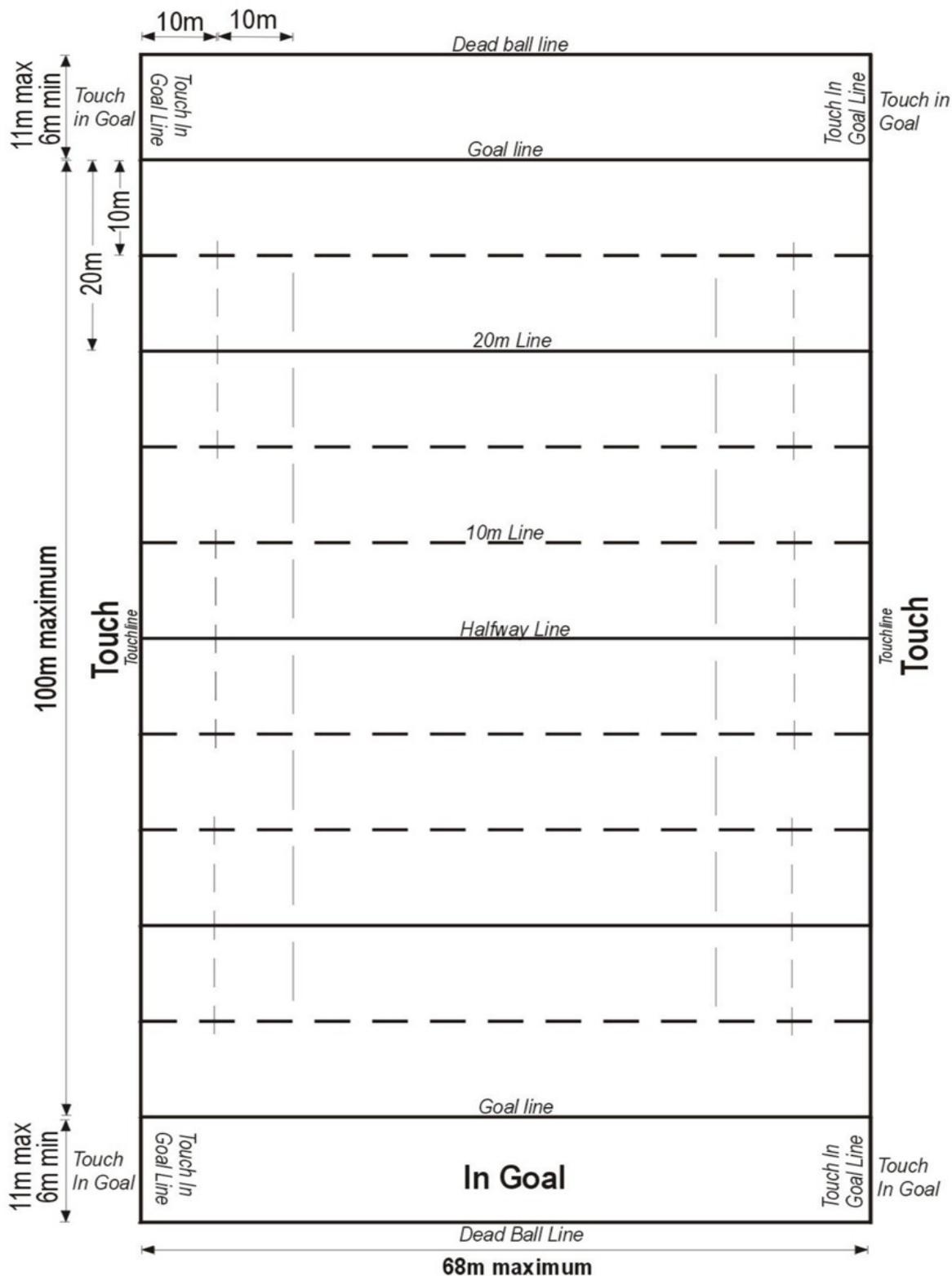
- 16.9.1 *The identity of any third party to be awarded a license (“Licensed Supplier”);*
- 16.9.2 *The duration of the license;*
- 16.9.3 *The proposed Licensed Products;*
- 16.9.4 *The proposed distribution outlets;*
- 16.9.5 *The proposed marketing/advertising campaigns in support of the Licensing Products;*
- 16.9.6 *Samples of Licensed Products;*
- 16.9.7 *Any other information requested by South African Rugby League.*

- 16.10 *Within 14 days of 31 December of each year each Club and/or Province shall provide South African Rugby League with financial details of its Licensing Program including gross sales and royalties earned from each Licensed Supplier.*

- 16.11 *South African Rugby League may instruct a Club and/or Province to terminate a license where in Board of the South African Rugby League opinion is:-*
 - 16.11.1 *The Licensed Supplier fails to meet quality standards;*
 - 16.11.2 *The Licensed Product may bring South African Rugby League into disrepute.*
 - 16.11.3 *Any Club and/or Province which receives such instructions from South African Rugby League shall carry out such instructions without delay.*

- 16.12 *Rules & Regulations as pertaining to national club championships, regional match competitions and friendly matches. These rules will also apply for all international matches unless it is in contradiction to the RLIF International Rules & Regulations, in which case the latter shall have effect.*

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THIS DOCUMENT FORMS PART OF THE CONSTITUTION & RULES AND REGULATIONS OF THE SOUTH AFRICAN RUGBY LEAGUE.

APPROVED and excepted on the 27th of February 2016

Signature Kobus Botha (President of SARL)

Signature Denzil Watson (Vice President of SARL)

Signature Jan Prinsloo (Provincial Chairman North Western Province)

Signature Deo Botha (Provincial Chairman Mpumalanga)

Signature Jaque vd Merwe (Provincial Chairman Gauteng)

Signature Johan v Lill (Provincial Chairman Western Province)