

SCHOOL SPORT AUSTRALIA**12 Years & Under Rugby League Championships
The Gary Balkin Cup****RULES AND GUIDELINES****Section A – Championship Overview**

- A - 1.** These Rules and Guidelines should be read in conjunction with School Sport Australia Policies, Championship Protocols and the Sport Championship Organisational Manual.
- A - 2.** The Championships shall be conducted in accordance with the rules as set down by the National Rugby League Junior Rugby League Laws 6 – 12 Years unless otherwise stated.
- A - 3.** The Championships shall be conducted in accordance with a current Memorandum of Understanding between School Sport Australia and the National Rugby League.

A - 4. Championship Length

It shall extend over a minimum of seven (7) days and a maximum of nine (9) days.

Amended December 2020

A - 5. Eligibility

All players must be 11 or 12 years of age on 31 December of the year of competition.

Added December 2020

A - 6. Age Dispensation

There is no age dispensation granted to teams participating in the 12 Years and Under Rugby League Championships.

A - 7. Team Size

Teams shall be limited to a maximum of seventeen (17) players. A player shall not be allowed to play in an age grade competition two years or more above the competition that he is naturally eligible to play (National Rugby League Policy Rule 2.13).

Amended October 2017

A - 8. Attendance at Championships

All students who participate in the School Sport Australia Rugby League Championships must remain at the Championship location throughout the duration of the Championships and be bound by all Championship arrangements, except in exceptional circumstances as per School Sport Australia policy.

Added December 2020

Section B – Competition Structure

B - 1. Program / Schedule

B - 1.1 For seven competing teams:

B - 1.1.1 Saturday: Arrival day

B - 1.1.2 Sunday through Tuesday: Three rounds of split pool round robin competition

B - 1.1.3 Wednesday: Quarter finals which are cross pool games.

B - 1.1.4 Thursday: Education excursion

B - 1.1.5 Friday: Semi and Qualifying Finals

B - 1.1.6 Saturday: Finals Day and departure

B - 1.2 For six competing teams

B - 1.3 For five competing teams

B - 1.4 For four competing teams

B - 2. Draw

B - 2.1 For seven competing teams

B - 2.1.1 Pool placing to be determined over the last four (4) years of competition. i.e. Two (2) Pools are established with rankings based on the addition of each team's finishing position from the previous four (4) years' Championships with the lowest score ranking highest. Where scores are equal, the team with the highest finishing position in the previous year's competition will be awarded the higher ranking. An invitation team will be invited to fill the bye. This team will be ranked using the same criteria as every other team in the Championship, regardless of which state the invitation team comes from.

Pool A: **Pool B:**

Team 1 Team 5

Team 2 Team 6

Team 3 Team 7

Team 4 Team 8

Sunday:

Pool A:	Pool B:
1v2	5v6
3v4	7v8

Monday:

Pool A:	Pool B:
1v3	5v7
2v4	6v8

Tuesday:

Pool A:	Pool B:
1v4	5v8
2v3	6v7

B - 2.1.2 After 3 rounds of split pool round robin competition teams will play Quarter Finals which are cross pool games.

B - 2.1.2.1 Rankings for the Quarter Finals will be determined as a result of place in each pool after first 3 days competition. If teams are on equal points after the third game, the ranking will be based on the head to head game. In the result of a draw in the head to head game, the team scoring the first try will be ranked higher. If there was no try in the head to head game, the ranking will be based on point differential.

Quarter Final 1: 1st Pool A v 4th Pool B

Quarter Final 2: 2nd Pool A v 3rd Pool B

Quarter Final 3: 3rd Pool A v 2nd Pool B

Quarter Final 4: 4th Pool A v 1st Pool B

B - 2.1.2.2 Drawn Quarter Final:

In the event of a drawn quarter final, 5 minutes each way, extra time will be played under the golden point rule, where the first scorer will immediately be determined the winner. If the scores are still equal after extra time, the first try scorer will determine the winner. If there was no score, the team from the higher pool (Pool A) will be determined the winner.

Amended November 2019

B - 2.1.2.3 The winners of the Quarter finals will move onto Semi Finals whilst the losing teams will play Qualifying Finals.

B - 2.1.3 Semi Finals Day

Semi Final 1: Winner QF1 v Winner QF4

Semi Final 2: Winner QF2 v Winner QF3

Ian Duncan Qualifying Final 1: Loser QF2 v Loser QF3

Ian Duncan Qualifying Final 2: Loser QF1 v Loser QF4

B - 2.1.3.1 Drawn Semi Final:

In the event of a drawn semi final, five(5) minutes each way, extra time will be played under the golden point rule, where the first scorer will immediately be determined the winner. If the scores are still equal after extra time, the first try scorer will determine the winner. If the score is still nil all after five (5) minutes each way extra time, the team from the higher pool (Pool A) will be determined the winner.

If both teams are from the same pool:

- The team which finished highest in the pool after Day 3 will be determined the winner.
- If both teams finished equal on their pool the winner of their head to head game in the pool will be determined the winner.
- Should there have been a draw between the two teams in their head to head pool game, point differential in the pool games will decide the winner.

Amended November 2019

B - 2.1.4 Saturday: Finals Day

Loser Ian Duncan Qualifying Final 1 v Loser Ian Duncan Qualifying Final 2

Winner Ian Duncan Qualifying Final 1 v Winner Ian Duncan Qualifying Final 2 (Ian Duncan Shield)

Loser Semi 1 v Loser Semi 2 (Graham Johnson Shield)

Winner Semi 1 v Winner Semi 2 (Gary Balkin Cup)

B - 2.2 For six (6) competing States / Territories

A round robin competition - 5 games for all teams followed by

1 v 2 NRL Development Pool

3 v 4 Graham Johnston Pool

5 v 6 Ian Duncan Pool

Amended September 2016

B - 2.3 For five (5) competing States / Territories

To avoid a bye in the competition, an invitation team shall be offered the opportunity to participate as per the School Sport Australia Invitation Team Policy. A round robin competition as per B - 2.2. is then to be scheduled.

B - 2.4 For 4 competing states/territories

Teams will play two rounds followed by:

1 v 2 NRL Development Pool

3 v 4 Graham Johnston Pool

Amended September 2016

B - 2.5 Teams will be programmed to play one match per day.

Amended September 2016

B - 3. Duration of matches

All matches will be of 2 x 20 minute halves with a 5 minute interval.

B - 4. Game Protocols / Specific Rules / Results

B - 4.1 Unlimited interchange shall be allowed.

B - 4.2 No team official or spectator shall coach a team from the sideline whether by voice, signal or any other method while the game is in progress.

B - 4.3 Results of all matches shall be handed to the Championship organiser or such other person designated at the Pre-Championship Meeting, on the official form provided, not later than thirty (30) minutes after the close of play.

B - 5. Points Allocation

B - 5.1 Points allocation for a win, draw and loss during the Round Robin competition will be as follows:

Win-(3)

Draw-(2)

Loss-(1)

B - 6. Method of Determining a Winner

B - 6.1 The competition shall be conducted on a points for/points against format, not percentages.

B - 6.2 In the event of a draw in any Final, joint winners will be declared.

Section C – Facilities / Equipment

C - 1. All match balls are to be supplied by the host School Sport Australia member body.

Added September 2016

Section D – Uniform

D - 1. Players shall compete in state/territory team uniforms.

D - 2. Laundry of Playing Uniform

The Host State or Territory shall offer competing teams to have jerseys laundered after each playing day.

Section E – Injury Management

E - 1. Team officials may only encroach onto the field in the event of injury to a player or if called upon to do so by a referee or Championship official. In the event of injury a designated team official may enter the field of play to treat a player. If the official requires assistance from qualified medical personnel he will signal by raising one arm. Play will continue in this instance. After 1 minute of injury time has elapsed, to commence from when the referee whistles injury time, the clock stops. Extra time shall be allowed for stoppages to play where the designated medical officials signals for further medical assistance. Otherwise, no extra time will be played.

E - 2. In the case of head injury sustained during a game the practices and procedures in the NRL's *Management of Concussion in Rugby League* will be adopted and implemented.

Section F – Officials

F - 1. The National Rugby League Referees Coordinator will appoint referees for all matches.

F - 2. The host member body shall appoint one Championship Convenor; one official time-keeper/scorer; one ground announcer; and one Ground Manager.

Section G – Protests

G - 1. Protests must be lodged, in writing, by the team management, with the Championship Convenor within forty-five (45) minutes of the conclusion of the game in question. Officials of the team subject to a protest are to be informed immediately.

Section H – Tribunal / Judiciary

H - 1. At the Pre-Championship meeting a protest committee of three (3), consisting of the Championship Convenor (Chairperson), the National Rugby League Advisor and an elected state representative, will be appointed. When the National Rugby League

Advisor is not in attendance, the position will be filled by a second member body representative.

- H - 2.** A judiciary is to be formed at the Pre-Championship meeting and consist of the Championship Convenor, National Rugby League Advisor (Chairperson) and an independent team official who is a current teacher. The judiciary will only meet to investigate an incident on receipt of an On-Field Incident Report. The player (along with his Team Manager) will have the opportunity to address the Judiciary. The player has the right of appeal on any penalty and if so, an additional independent person will be included to hear the appeal.

Section I – Trophies / Awards / Medals

- I - 1.** Gold, Silver and Bronze School Sport Australia medals are awarded.
- I - 2.** The winning team of the game between the winning team of Semi 1 and the winning team of Semi 2 shall be awarded the Gary Balkin Cup.
- I - 3.** The winning team of the game between the losing team of Semi 1 and the losing team of Semi 2 shall be awarded the Graham Johnson Shield.
- I - 4.** The winning team of the game between the winning team of Ian Duncan Qualifying Final 1 and the winning team of Ian Duncan Qualifying Final 2 shall be awarded the Ian Duncan Shield.