

COMPETITION RULES

1. In the interest of safeguarding the health and safety of players who may become injured in any game, all competing organisations should ensure that adequate First Aid facilities are provided. A person competent in First Aid should be present. It is strongly urged that Goal Posts should be padded.
2. These Rules apply to all Competitions organised for Schoolchildren by members of The English Schools' Rugby League.
3. The LAWS OF THE GAME shall be those adopted by THE RUGBY FOOTBALL LEAGUE except those alterations decided by the Executive of The English Schools' Rugby League
4. AGE LIMITS; These are determined on the 31st August/1st September in the academic year of competition.
5. In all Competitions except seven a side, RL Nines and Mini and Mod games, a team shall consist of 13 players plus 4 substitutes.
6. All teams shall be under the control of Schoolteachers.
7. No person shall be allowed on the field of play during the progress of a game except the players, the referee, touch judges, and at the discretion of the referee, the person responsible for administering First Aid.
8. In the event of a draw in Knock out competitions in all rounds up to the Final, the team scoring the most number of tries will be declared the winner. If both teams score the same number of tries, the visiting side will be declared the winners. In the event of a draw in the Final, the trophy will be shared for six months each and both teams will receive winners' souvenirs.
9. REFEREES; who should preferably be Schoolteachers shall be appointed by the mutual agreement of the Schools concerned, failing which they shall be appointed by the organising body.
In all finals the referees shall be appointed by the organising body.
10. POWERS OF THE REFEREE; if, in the opinion of the referee, "sending off" is too severe a punishment, the referee is permitted to suspend a player for a limited period of time.
11. TOUCH JUDGES; where possible, should be one Teacher from each School. They shall be properly attired.
12. DURATION OF GAMES;

Under 16 years (Year 11)	30 minutes each way
Under 15 years (Year 10)	30 minutes each way
Under 14 years (Year 9)	30 minutes each way
Under 13 years (Year 8)	25 minutes each way
Under 12 years (Year 7)	25 minutes each way
Under 11 years (Year 6)	20 minutes each way
13. SIZE OF BALL;

Under 16, 15, 14 years	Size 5
Under 13, 12, 11 years	Size 4
14. PROTECTIVE GEAR; All protective gear worn by players shall be well fitting and safe.
15. The Executive has the power to penalise any player or official acting in any way contrary to the interests of English Schools' Rugby League.
16. No player may play for more than one team on any given day.
17. It is to be strongly discouraged, and wherever possible, prevented that a player should double up and play for two year groups; eg a Year 9 pupil may play for Year 9, or if mature and good enough, for Year 10, BUT NOT BOTH. This is aimed at bringing into line and addressing the overplaying of young players. Boys in Years 9, 10 & 11, who are selected for Regional elite squads in the Yorkshire, North West & Cumbria Regions, will only be eligible to play for their schools at one name age group. E.g. "a Year 9 boy can play for Year 9 or 10 but not both.

18. No player may play for two different schools in the National Rounds of the National Champion Schools Tournament without the prior approval of the Officers.

19. It is recommended by ESRL and The RFL that school teams should attempt to avoid inter-school games being played on Mondays and Fridays. It is also recommended that boys are not asked to play two games in any one week.

