



# **“CODE OF CONDUCT”**

## **PLAYERS**

- Play for the fun of competing – not just to please others
- A good player is a self-disciplined person – stay in control of yourself always
- Never be guilty of any “cheap shots” – i.e. taking an unfair advantage of another
- Be a good sport – respect good play, whether yours, your team's or an opponent's
- Never argue with the Referee or any others there to help you
- Work hard on your own game and play your part in the team effort
- The rules are there to ensure your enjoyment & safety – Play by them
- Always co-operate with those in your team

## **COACHES, PLAYERS & PARENTS**

- Unreasonable demands made on players rarely bear fruit
- Teach respect for rules and authority, by word and example
- Support every effort to rid school sport of verbal & physical abuse
- It may not be necessary to de-emphasise winning as to decriminalise losing
- Avoid tendency to over use a talented -player
- Show respect for all and commitment to their well-being
- Be positive avoid harsh criticism or ridicule
- Injured players should not be allowed to compete – for their own sake
- Encourage the development of basic skills – first and foremost
- Teach the players that an honest effort is as important as victory
- Teach players to realise that there's a big gap between their play and the professional game

## **SPECTATORS**

- Condemn any forms of violence
- Respect the Referee's decisions – he usually knows better than you do
- Behave! Any unseemly language, harassment of anyone or childish behavior is not a good example for those who should be leaders
- Applaud good play – not just your own teams
- Remember that the players are not there primarily to entertain you or to meet your expectations
- Never ridicule or scorn a player for making a mistake – respect their efforts
- Respect the opposition and all authority figures
- Be encouraging to all – be positive in all you say

## Rules and Regulations for Sharks knockout comp. 2015

1. The N.S.W.R.L rules apply to all except those below.

2. The carnival will be conducted in the following age groups:

a) **Primary:** Open A, Open B, 11 Years, 10 Years A, 10 Years B, 9 Years.

*9, 10A, 10B and 11 Years* will be played as Mod Footy with a maximum of 11 players on the field at any one time.

15 players may be selected per team with unlimited interchange for U/9's-U/11's.

*Open 'A' and Open 'B'* will also be played according to Mod Footy rules but on a full field with 13 players on the field at any one time.

17 players may be selected per team with unlimited interchange for OPENS teams.

### Note:

- The "*B Division*" categories for the 10 Years and the Open Primary are for the teams from Primary Schools (Years 3 - 6) with two hundred (200) students or less. In the Primary Open and 10 Years division where a school is single sex, the qualification of one hundred (100) students (Years 3 - 6) will apply.
- Schools that enter "*B Division*" based on players ability or history (that have over 200 hundred students) must be aware that they cannot go on to represent the C.S. District at the NSWRL All Schools Carnival based on their Rules and Regulations. Schools that come under this premise cannot compete in finals matches at the local gala day.

b) **Secondary:** 12 Years, 13 Years, 14 Years, 15 Years, 16 Years, Opens.

*12 Years* will be played according to the Mod Footy rules but on a full field with 13 players on the field at any one time.

20 players may be selected per team with unlimited interchange

A player may nominate in only one (1) team and is only eligible to play in that team. Players must be bona fide students of the school nominating the team. Failure to comply with this ruling will disqualify that team from the carnival.

3. The REGISTRATION FORM (provided on the day) must be signed by the authorised school teacher declaring the ages of team players to be correct for the particular division in which they are playing. All teams **MUST** have a registration form filled out and handed in to the ground manager before they can take the field.
4. All matches will be at least 9 minutes each way, with no time off.  
The score will be kept with officials at the table of each ground and will be recorded as the referee indicates.
5. In the event of a drawn **FINALS** game, 5 minutes extra time will be played with a golden try rule deciding the match. If still a draw at the end of extra time, the team scoring the first point in the match shall be deemed the winner. During regular round matches a draw will result in 2 competition points for each team. Wins will be 3 points and a loss will be 1 point.
6. In the event of a scoreless **FINALS** match, the winner shall be the team with the least number of penalties awarded against it after the extra time period. In the event of penalties being equal in a game, the team that was awarded the first penalty will be declared the winner.
7. Players must play in full football uniforms, including mouthguard shoes and socks.
8. The teams must be ready to play 10 minutes before their scheduled match time.

Teams that are late for the scheduled kick off times will / may be penalised six (6) points (1 try and 1 goal) for each 3 minute time period lost (eg. if a team is 6 minutes late they will concede 12 points). They will also concede a penalty, which will be awarded to start the match against the offending team.

These penalties will be of the ground manager / carnival convenors discretion.

9. Player's sin binned must remove themselves from the field and sit beside the ground manager until the expiry of their penalty at which time they may rejoin the game. Sin Binned players will sit off for 5 minutes.
10. All protests sent shall be made on the ground immediately at the termination of the game in question, to the official in charge of the ground, and such protests will be adjudicated by the Development Manager.
11. Players sent from the field of play must report immediately to the officer in charge at the ground for a judiciary hearing.
12. The Cronulla-Sutherland District R.L.F.C. accepts no claim for any injury sustained by a player or loss of personal property.

13. Replacements:

There will be unlimited replacements for all age divisions.

14. All rules relating to Mini Footy and Mod League will be played, apart from Mini Footy, which will be played in two halves, not in thirds, and unlimited replacements for both Mini and Mod Football. The safe play code will be enforced for all primary school age divisions. Any play, except those which originated in the red zone (20m from the opponents goal line), which have 1 pass or less will result in a changeover of possession.
15. The 2 pass variation law will be enforced on the day. This means every play will require 2 passes unless received from a kick off or running from a tap restart. A player may also be tackled from dummy half or first receiver if that player is wearing the appropriate 'DH' or 'FR' vest. Vests will be provided on the day.
16. Schools are requested to ensure that they provide as much medical / first aid assistance for their own team(s) as possible. While every effort will be made by Cronulla-Sutherland R.L.F.C. and the National Rugby League to provide such assistance, no guarantee of assistance can be given. There will be first aid qualified officers at each ground on the day.
17. Transport by ambulance to hospital is chargeable to the player or the player's school.
18. Situations not covered by the rules:

The ground Manager can change or alter any of the above rules at anytime. Any situation not covered by the rules shall be reported to the Development Manager for a final decision.

2015 Sharks primary all schools draw

**U/9's division**

**Venue: Barden Ridge Field 1**

Team List: Holy Family, Engadine West, Miranda North, OLF, Kurnell



Game 1 – 9am  
Holy Family v Engadine West

Game 2 – 9.20am  
Miranda North v OLF



Game 3 – 9.40am  
Engadine West v Kurnell

Game 4 – 10am  
Holy Family v Miranda North

Game 5 – 10.20am  
No Game

Game 6 – 10.40am  
Holy Family v OLF

Game 7 – 11am  
Miranda North v Kurnell



Game 8 – 11.20am  
Engadine West v OLF

Game 9 – 11.40pm  
Holy Family v Kurnell



Game 10 – 12pm  
Engadine West v Miranda North

Game 11 – 12.20pm  
OLF v Kurnell

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**Grand Final**

**Game 12 – 1pm Barden Ridge Field 1**

**Rank 1 v Rank 2**

2015 Sharks primary all schools draw

### **U/10A's division**

**Venue: Barden Ridge Field 3**

Team List:

Pool A: Gymea Bay, OLF, Loftus, Engadine West

Pool B: Woollooware, Holy Family, Marton, St Patricks

Game 1 – 9am

Gymea Bay v OLF

Game 2 – 9.20am

Woollooware v Holy Family



Game 3 – 9.40am

Loftus v Engadine West

Game 4 – 10am

Marton v St Patricks

Game 5 – 10.20am

Gymea Bay v Loftus

Game 6 – 10.40am

Woollooware v Marton



Game 7 – 11am

OLF v Engadine West



Game 8 – 11.20am

Holy Family v St Patricks



Game 9 – 11.40am

Gymea Bay v Engadine West

Game 10 – 12pm

Woollooware v St Patricks

Game 11 – 12.20pm

OLF v Loftus

Game 12 – 12.40pm

Holy Family v Marton

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### **10A Grand Final**

**Game 13 – 1.20pm Barden Ridge Field 3**

Rank 1 Pool A v Rank 1 Pool B

2015 Sharks primary all schools draw

**U/11's division**

**Venue: Barden Ridge Field 2**

Team List

Pool A: Como West, OLF, St Patricks

Pool B: Kirrawee, Holy Family, Engadine West

**Game 1 – 9am**

**Como West v OLF**

**Game 2 – 9.20am**

**Kirrawee v Holy Family**

**Game 3 – 9.40am**

**Como West v St Patricks**

**Game 4 – 10am**

**Kirrawee v Engadine West**

**Game 5 – 10.20am**

**OLF v St Patricks**

**Game 6 – 10.40am**

**Holy Family v Engadine West**

**Game 7 – 11am**

**No Game**

**Game 8 – 11.20am**

**Rank 3 Pool A v Rank 3 Pool B**

**Game 9 – 11.40am**

**Rank 2 Pool A v Rank 2 Pool B**

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**U/11 Grand Final**

**Game 10 – 12pm Barden Ridge Field 2**

**Rank 1 Pool A v Rank 1 Pool B**