



National Rugby League – Rugby League 9s

Laws of the Game

THE GAME

- Each match shall consist of two (2) equal halves of nine (9) minutes. A half time period of two (2) minutes shall apply to all matches.

PLAYERS

- The total number of players on the field at any one time in each participating team shall not exceed nine (9).
- Each team must nominate a team comprising NO MORE than thirteen (13) players for each match. A total of seven (7) Interchange players may be used on an unlimited interchange basis throughout the match (including extra time).
- A maximum of two (2) players may be interchanged at any one time.

SCRUMS

- All scrums shall be formed with a maximum of five (5) players from each participating team (three (3) players in the front row and two (2) in the second row). There shall be no more than four (4) players on each participating team acting as backs.
- At the scrum, the non-offending team shall have the loose head and feed, and can elect which side of the scrum the ball shall be fed.
- The defending scrum half must also take up a position on the same side of the scrum as the ball is being fed.
- All defending players not involved in the scrum (other than the defending scrum half) must retire five (5) metres from their last row of forwards (this is as per International Laws).
- Scrums will only be formed in the event of a double knock-on or a mutual infringement. In all other circumstances, play will re-start with a handover to the non-offending team, including where kicks find touch in general play. The handover will be provided to the non-kicking team ten (10) metres infield, opposite where the ball crossed the touch line.
- In the event of a successful 40/20 kick, play will recommence with a tap re-start to the kicking team twenty (20) metres in from where the ball crossed the touch line.



POINTS

- A try shall count for four (4) points except for those tries scored in a defined area known as the 'Bonus Zone'.
- The 'Bonus Zone' is a clearly marked box, located in the in-goal area between the goal posts at each end of the playing field. In the event that a try is scored in the 'Bonus Zone', such tries shall count for five (5) points (Five Point Try). The referee will signal that a Five Point Try has been scored by raising their hand into the air and extending their fingers to indicate that the try counts for five (5) points. If the ball is placed partly on the 'Bonus Zone' marking and the remainder of the in-goal (except the dead ball line) the try will be deemed to have been scored in the 'Bonus Zone'.
- All try conversions shall be taken by way of dropkick in line with where the try was scored and will count for two (2) points.
- All penalty kicks at goal shall be taken by way of a drop kick from the point at which the penalty is awarded and will be worth two (2) points.
- A field goal in general play shall be awarded as one (1) point.

SHOT-CLOCK (CONVERSIONS)

- Immediately following the referee signalling the awarding of a try, the scoring team will have a maximum of twenty-five (25) seconds to complete the conversion.
- A conversion will be deemed to be completed when the kicker's foot has struck the ball.

RE-STARTS

- All kick offs to re-start play, other than for the start of each half, shall be taken by way of drop-kick which must travel ten (10) metres in a forward direction and land in the field of play.
- All 'Drop Kick Off' re-starts shall be taken by the scoring team.
- The kick off to commence each half shall be taken by a place kick which must travel ten (10) metres in a forward direction and land in the field of play.
- Where the defending team is required to recommence play with a goal line or twenty (20) metre drop out, they must do so within twenty-five (25) seconds, so as not to unnecessarily delay play.
- in the case of a goal line drop out – at the centre of the ten (10) metre line; or
- * in the case of a twenty (20) metre drop out – at the centre of the twenty (20) metre line.



TEMPORARY SUSPENSION – SIN BIN

- The period of temporary suspension shall be a maximum of three (3) minutes or, in the event that a match is completed within this period, the period of temporary suspension shall be until the completion of the match.

TACKLE COUNT – FIVE TACKLES

- A team in possession of the football shall be allowed four (4) successive play the balls.
- A handover shall occur after the fourth play-the-ball when the team is:
 - o tackled for the fifth time, or
 - o they commit a breach, or
 - o in the event that a player is held up in-goal.
- Where the game is re-started with an optional kick from the centre of the twenty (20) metre line in accordance with Section 8, Law 2, Page 18 of the International Laws of the Game, the initial tackle affected on the team taking the twenty (20) metre optional kick re-start shall be tackle 1 (not zero).

EXTRA TIME – GOLDEN TRY (finals only)

In the event of a match ending with the scores equal after regular time, the following process shall determine the winner of the match:

- Teams will change ends and a period of “Extra Time – Golden Try” will be played.
- The team that kicked off to commence the first half of the match will kick off to commence the “Extra Time – Golden Try” period;
- The winner of the match shall be determined to be the team which scores the first try in the “Extra Time – Golden Try” period. Full Time shall be called immediately after the try has been awarded.
- For pool matches, the duration of the “Extra Time - Golden Try” period shall not exceed five (5) minutes. In the event that no try has been scored at the conclusion of the “Extra Time - Golden Try” period, the match shall be deemed a draw, and competition points awarded accordingly.
- For Semi Finals and Final, the “Extra Time - Golden Try” period will continue until a try is scored.
- Usual Rugby League modes of scoring, such as field-goals (in general play) and penalty goals shall carry no point’s value during this “Extra Time – Golden Try” period.



20/40 KICK

In addition to the standard 40/20, there will also be a 20/40 rule where teams who kick from within their own twenty (20) metre area and find touch in the opponents forty (40) metre area, the same rules shall apply as a normal 40/20 kick.