

UniSport Australia Guideline

Rugby League 9s

Men and Women

UniSport Australia (UniSport) Rugby League 9's competitions are conducted in accordance with the rules of [NRL - Rugby League 9s Laws of the Game](#), except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

1. Team/squad size

- Minimum registered players – 12
- Maximum registered players – 16
- Maximum cross registrations – no restrictions
- Minimum number of players that can take the field without incurring a forfeit – 8

2. Competition Format

2.1. Interchange

- a) Each team must nominate a team comprising of no more than 16 players for each match. A total of seven interchange players may be used on an unlimited interchange basis throughout the match (including extra time).
- b) A maximum of two players may be interchanged at any one time.

2.2. Game duration

- a) Each game will consist of two equal halves of nine minutes. A half time period of two minutes shall apply to all matches.

2.3. Drawn matches

- a) In the event of any preliminary match ending in a draw, the following process will 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 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 period shall not exceed five minutes. In the event that no try has been scored at the conclusion of extra time, the match shall be deemed a draw, and two competition points awarded accordingly to each team.
 - For progression and final ranking matches, 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 points value during the 'Extra Time – Golden Try' period.

2.4. Pool points scoring

Points for each match shall be awarded as follows:

- a) Winning team: 3 points
- b) Drawn match: 2 points per team
- c) Losing match: 1 point
- d) Forfeited match: 0 points

2.5. Pool tiebreakers

In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:

- a) Point difference (for and against)
- b) Points scored (for)

- c) Head-to-head result(s) between the teams concerned
- d) Toss of a coin

3. Misconduct

3.1 All misconduct by players or team official that occurs during the normal proceedings of a game will be actioned as according to the [NRL's Code of Conduct](#).

4. Forfeits, delays and abandonments

- 4.1. A forfeit will be declared five minutes after the scheduled start of play where either team is unable to commence play.
- 4.2. The forfeit score is 20-0.
- 4.3. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended revised game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the competition manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 4.4. In the event of a game being abandoned due to no fault of either team, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

5. Uniform requirements

- 5.1 Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform to the organiser at the sport specific team managers meeting or before if requested.
- 5.2 The uniform requirements for Rugby League 9's are as per the NRL standard with the following UniSport uniform requirements:
 - Shorts, socks and jerseys.
 - Jersey cannot be shoulder cut. Numbering on backs of jerseys is compulsory (number to remain the same for entire tournament). Only single or double-digit numbers may be used.
 - Studs on boots or shoes shall be no less than 8mm diameter at the apex and, if made of metal, shall have rounded edges.
 - Mouth guards are highly recommended.
 - Headgear is at the player's discretion.

6. Team duties

- 6.1. Team duty requirements for Rugby League 9s are:
 - a) Each team will be rostered to provide a duty team for a number of matches over the duration of the championships.
 - b) The duty team will consist of two people to complete the roles of ball persons.
- 6.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player, e.g. team manager.

Previous amendments

July 2023 | May 2024 | August 2024

*All competitions will be held in accordance with the UniSport competition guidelines.