LAWS OF RUGBY LEAGUE NINES (9s)

NRL WA Harmony Cup – (Men's & Women's Open/16 Boys & Girls)

Subject to the modifications below, games will be played under the International Laws of Rugby League. All requirements governing the off-field conduct of matches and the behaviour of players (i.e. judiciary) will be outlined in the Competition Handbook.

1.1 Each match will be of twenty (20) minutes duration and will be comprised of two (2) halves of nice (9) minutes. There will be a half-time period of no longer than two (2) minutes.

1.2 Teams will consist of sixteen (16) players, with no more than nine (9) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the seven (7) pre-named substitutes. Players being replaced must cross the touchline before the new player enters the field of play as a replacement. The player entering the field of play as a replacement must make entry from an onside position. A player who has been replaced may later in the game act as a replacement.

1.3 (i) 5 Tackles - A team in possession of the football shall be allowed four successive play the balls.

(ii) A handover shall occur after the fourth play the ball when the team is tackled for the fifth time or they commit a breach or held up in goal.

1.4 (i) Five (5) players only will form scrums. All scrums shall be formed with a maximum of five players from each team (three players in the front row and two in the second row). There shall be no more than four players of each team acting as backs.

(ii) All defending players not involved in the scrum (other than the defending Scrum Half) must retire five (5) meters from their last row of forwards. (This is as per International Laws)

(iii) 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 and behind the second row.

(iv) Scrums will only be formed in the event of a double knock on or a mutual infringement.

(v) In all other circumstances play will restart 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 meters infield opposite where the ball crossed the touch line

(vi) In the event of a successful 40/20 kick, play will recommence with an 'optional tap kick' to the kicking team 10 meters in from where the ball crossed the touch line.

1.5 (i) A try shall count for four (4) points.

(ii) All try conversions shall be taken by way of drop-kick in line with where the

try was scored and will count for two (2) points.

(ii) 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.

(iii) A field goal in general play shall be awarded as one (1) point.

1.6 All kicks for goal shall be taken by way of a drop kick.

1.7 After

(i) a try has been scored;

(ii) a conversion attempt has been taken or completed; or

(iii) a penalty or field goal is scored; play will be re-started from the centre of the halfway line with either

(a) a tap kick with the ball to be placed on the ground, then tapped, with no necessity to go any distance forward; or

(b) a place kick, taken with the ball having to travel ten (10) metres in a forward direction.

In both cases, the non-kicking team is to be ten (10) metres from the halfway line and may only move forward, without penalty to the kicking team at the point of breach, after the ball has been touched or kicked (in B, should the ball be kicked directly into touch on the full, not go the required ten (10) metres forward, or the kicking team move too early over the halfway line, a penalty shall be awarded to the non-kicking team at the centre of the halfway line).

1.8 After a try, has been scored, both teams and the referee and touch judges will take up their normal positions for the restart of play with nine (9) players in each team positioned on either side of the halfway line. The scoring team will retire ten (10) metres from the halfway line, ready to receive the ball should a place kick as in (b) of Law 1.5 (above) be taken. The in-goal touch judges will adjudicate the success, or otherwise, of the conversion attempt by drop goal and signal the result to the referee using his flag in the manner normal in the International Laws game. Play will then be restarted at the halfway line when the referee deems all to be ready.

The kicker **can** retire from the field of play immediately following their drop kick conversion attempt and make their way to the reserve bench area. The kicker may stay on the field, but the referee has no obligation to wait for the kicking player to be back in position before play is restarted.

1.9 If a substitution has been effected when a kick at goal is to be taken, i.e. after a try has been scored or a penalty kick has been awarded, the substitute player is not allowed to take the kick.

1.10 Periods of temporary suspension (sin bin) will be for a duration of three (3) minutes.

1.11 Any periods of temporary suspension expire at the end of the game.