

CANBERRA REGION RUGBY LEAGUE INCORPORATED COMPETITION RULES

When in doubt with any rules and by-laws the guiding principles of fair play and sportsmanship must be adhered to.

1. Competition Rules and Conduct

Matches shall be played in accordance with the rules set out herein:

- (a) The Canberra Region Rugby League Incorporated (CRRL) shall conduct Competitions in age groups Under 6 to Under 18 inclusive as well as the Ladies League Tag, George Tooke Shield and Canberra Raiders Cup.
- (b) In Junior Competitions (under 6's to under 16's inclusive) there shall not be less than six (6) entrants unless otherwise agreed upon by the Junior Competition Sub Committee.
- (c) All Competitions and methods of conducting such Competitions must be determined by the Junior Competition Sub Committee prior to the first Competition Match each year.
- (d) In all Competitions, a series of Matches shall be played. In such series in each Competition, each Club must play one another at least once in each age group or division in which the Club is drawn.

2. Composition of Competition

The Junior Competition Sub Committee (known here as JSC) shall be empowered to determine the composition, structure and method of conducting competition each season, having considered any submission made by a Member Club in relation to their teams.

3. Playing Times

Matches shall be conducted as set out below:

Leaguestart Under 6-7	4 x 8 minutes
Mini League Under 8, 9	4 x 8 minutes
Mod League Under 10, 11, 12	2 x 20 minutes
International Under 13, 14, 15	2 x 25 minutes
Girls Under 17 Comp	4 x 10 minute quarters
Women's Open Comp	2 x 30 minutes
International Under 16s	2 x 30 minutes

4. Football Sizes

Mini League Under 6 to Under 9	Mini size
Mod League Under 10 to Under 12	Mod size
International Under 13 to Open Women	International size

5. Ladder and Competition Points

A premiership ladder shall be maintained for the duration of the home and away matches as follows and as determined by the JSC:

(5.1) Even Number of Teams

Win	Two (2) points for the winning Team
Draw	One (1) point for each Team
Loss	Nil points awarded
Forfeit	Two (2) points awarded to the non-offending Team
Bye	Two (2) points for the team that has the Bye

(5.2) Uneven Number of Teams with Uneven Byes – Percentage Ladder

- (a) The teams will be positioned in the order of Team's "Winning Percentage" or "Match Ratio" in place of total premiership points accrued. A team's match ratio will be the percentage of wins against matches played (draws will be 0.5 of a win). Where more than one Team has the same "Match Ratio" those clubs will be positioned on the premiership ladder in order of percentages calculated from the points scored for and against, by such clubs. Forfeits will count as played and won by the opposing team. For points will be awarded after Round 7 as per rule 12(f).
- (b) The premiership ladder will not count cancelled matches as matches played and thus 'Match Ratio' is only affected by the number of games played where a win, loss or draw can be affected.

6. Conducting of U6-U9 Football

All football conducted by the CRRL for age groups 6 year to 9 years inclusive be non-competitive, and there are no Semi Finals, Finals or Grand Finals in these age groups at the end of the competition. However, a point score must be kept of all games played in these age groups during the season.

7. Cancellation of Round

- (a) Where grounds either in the ACT or NSW are closed, the round shall be cancelled and the next round shall be played the following weekend. The cancelled round will not be replayed.
- (b) If an out of town team's ground is closed with more than 2 days warning, and the rest of ACT/NSW grounds are still open, then the affected clubs have the opportunity to move their games to an available location.

8. Arrangement of Matches, Trial Games and Carnivals

No club may arrange any Matches, Trial Games or Carnivals during the Season without prior notification to CRRL.

9. Team Nominations

Member Clubs are to complete a Team Nomination form and submit this, with the required team nomination fee, to CRRL by the date determined by the CRRL Junior Administrator.

10. Entering of Teams after Completion of Draw

No Team or Teams shall be entered after the competition draw has been made unless there is a bye in the draw or a team has withdrawn. But no Team or Teams will be entered after the completion of round one (1).

11. Number of Players

- (a) The maximum and minimum number of players on the field in any one age group are as follows:

AGE GROUP	MAXIMUM PLAYERS	MINIMUM PLAYERS
Under 6, 7	6	4
Under 8, 9	8	6
Under 10, 11	11	8
Under 12	13	11
Under 13, 14, 15, 16, 17 Girls & Open Women	13	9

- (b) In the event of any team playing with less than the required number of players, it shall be the duty of the opposing Captain or Club Official to draw the Referee's attention to the fact.
- (c) In the event of a team having less than the minimum required number of players, the game shall be terminated immediately and the match awarded to the opposing side.
- (d) Should a team begin a match with less than the maximum required number of players, it may fill the vacant place/s at any time before the commencement of the second half.

- (e) If a team has more than the maximum number of players on the field at any one time, as a result of a substitute player entering the field of play prior to the player he is replacing leaving the field of play, then any points scored by that team, while more than the allowed number of players are on the field are voided. Also that team may have competition points deducted that are equal to the amount of points awarded for a competition win.
- (f) If such orders not be obeyed, the Referee shall award the match to the complaining side.

12. Unqualified Players

- (a) Any club playing an unqualified player shall lose any match/s in which such Player/s took part and the Competition points are to be awarded to the non-offending Team.
- (b) Any Club who plays a player exceeding the age limit in any grade shall lose the Match/s in which such a player/s takes part and the Competition points are to be awarded to the non-offending team.

13. Forfeits

- (a) Any Team upon forfeiting on three (3) occasions during the preliminary rounds shall have seven (7) days to show cause, as to why they should not be excluded from the competition thereafter in that year, and be deprived of all points accrued.
- (b) Any team unable to play a match for which it is drawn is to advise the opposing club and the League no later than 4.00pm on the Friday prior to the game concerned for ages 6-15yrs and 12pm on the Thursday for ages 16yrs and Women's competition. Should a team forfeit a match without the required notice, a fine of up to \$200 will be imposed
- (c) Any team that forfeits on match day **may** be subject to a fine for costs incurred by the non-offending team and Referee appointed to that game, i.e. travel costs and Referee's fee, this fee will be on top of the forfeit fee.
- (d) In the case of inclement weather, and in Mini Rule games only, the team coaches may mutually agree to abandon any game due to the weather or state of the ground. Any such match will not be recorded as a forfeit and no fine will be imposed by the JSC.
- (e) Any non-competitive age group (Under 6s to Under 9s inclusive), upon declaring a forfeit at the set time of each match, may play a friendly game as long as both teams agree to the game and the referee appointed to the match referees the game. Players can be used from the other team to make up numbers for the game to take place. This game will be recorded as a forfeit.
- (f) If a forfeit occurs, a score will not be awarded until after the first half of the competition has been completed. The score to be awarded to the team forfeited to, will be the average points difference of every losing game played (by the team forfeiting) in the first half of the competition. When the average points difference is less than eleven, than the score awarded to the team forfeited to will be eleven (11). The score awarded to the team forfeiting will be nil.
- (g) Where Club teams forfeit matches during the last four (4) rounds of the Competition, said Teams will not be eligible to appear in the Finals Series for that season. Teams affected by the rule will have the opportunity to appeal on the condition that the circumstances of the forfeit are provided to CRRL by 9am on the following Monday morning.

14. Mercy Rule

Any competition game must cease after a score has reached a 50 point margin. The Managers must report this score to the referee officiating the game.

15. Power to Annul a Match

- (a) The JSC shall have the power to annul a match and order it to be replayed on the grounds of misconduct or in any instance where an infringement of the Rules or Competition Rules has been made.

- (b) The CRRL shall have the power to postpone a match where a minimum number of players being three (3) are absent due to representative duties while playing Rugby League (other than Harold Matthews or SG Ball) and where they are not able to field a team with the remaining number of registered players due to representative duties. Catch up dates will be set by the CRRL. Teams failing to meet those dates will forfeit game. Catch up dates will be advised at commencement of season.

16. Time Off During Play

- (a) An NRL qualified Sports Trainer, who decides that a player is seriously injured and requires careful attention or removal from the ground, shall order the game to be halted until the removal is complete.
- (b) There is no time off in normal competition matches. If an injury occurs in the first half, time will not cease until half-time. The second half is not to recommence until injured player has been cleared from playing field. The clock will restart once play recommences. If restart of the game is longer than 30 minutes then the game will be called off and replayed at a later date to be determined by the League.
- (c) If in any competitive age group, a game has not played more than half and the game cannot continue (for any reason other than disciplinary reasons), the game can be replayed at another time to be determined by the JSC. If the game has played more than one half then the score at the time the game was called off will be recorded as the final score.
- (d) If a game is called off for disciplinary reasons, then the CRRL Board will make the decision on whether the game is to be replayed and/or whether the score is to be recorded.

17. Judiciary Committee

Judiciary guidelines are part of the CRRL Constitution.

Any player dismissed from the field during a match for misconduct under section 15.1 of the NRL Laws of the Game must take no further part in any game until such time as he has attended a CRRL Judiciary hearing, at a date and time to be advised by the CRRL.

18. Suspensions

- (a) In the case of a suspension, a forfeit to the offender's team shall count as one competition match for the purpose of that player's suspension.
- (b) A bye or washout shall not be taken into account for the purpose of determining whether or not a player has served a suspension.

19. Offence Disqualified Player

- (a) A Member club or member thereof shall be deemed to be guilty of an offence against the Constitution, Competition Rules or By-Laws, if they allow any person under suspension or disqualification to take part in any Match.

20. Disqualification of Players & Officials

- (a) Any Member, Player or Official of a Club, while under disqualification shall not be eligible to hold any position or office in any such club.

21. Player Sent to Sin Bin or Sent off

- (a) A player sent to the Sin Bin must proceed immediately to the designated area.
- (b) Any player dismissed from the field of play/sent off shall vacate the playing enclosure and will remove his/her playing jersey (resume ordinary attire). The offending player may not re-enter the official's area or roped off/playing area at any time.

22. Appeals and Protests

- (a) The Canberra Region Rugby League Board shall hear all appeals and protests from any person, member Club or constituent League aggrieved by a decision of the Junior Competition Sub Committee.
- (b) An Appeal shall not operate as a stay of the decision of the JSC.
- (c) When a protest is lodged in connection with age, it will be necessary for the Player or Players concerned to produce their Birth Certificates or Extracts as proof of age.

23. Mini & Mod League – Replacement by Referee

- (a) Any Player in Mini or Mod Rule competitions, who is replaced during the game by the referee for misconduct, must be dealt with by their club for the first offence. The reason for removal will be noted on the team sign on sheet by the referee and will be recorded by the CRRL.
- (b) For a player's second or subsequent offences, they will be automatically suspended for two competition matches.

24. Minor Complaints

All minor complaints between Member Clubs shall be dealt with by the Committees of the respective Clubs in the first instance. If the matter is resolved, the clubs should inform the CRRL in writing as to the outcome. If no resolution is forthcoming after due process, then the complaint should be forwarded in writing to the CRRL Office.

25. Players Registration

- (a) All player and volunteer registrations must be completed using the LeagueNet online database. Each new registration must be accompanied by an acceptable form of identification i.e. copy of Birth Certificate, Passport or Driver's License.
- (b) A registration will not be deemed complete until such time as the Club Registrar has supplied the CRRL Junior Competition Administrator with an authorised player identification i.e. copy of birth Certificate or Passport.
- (c) The JSC shall be empowered to investigate the qualifications of players and all matters in dispute regarding signing-on, transfers, registrations, over age players and any infringement of the rules covering registration.
- (d) The maximum and minimum number of players that can be registered in any one age group are as follows:

AGE GROUP	MAXIMUM PLAYERS	MINIMUM PLAYERS
Under 6, 7	10	6
Under 8, 9	12	8
Under 10, 11	16	11
Under 12	18	13
Under 13, 14, 15, 16, 17 Girls	20	13
Open Women	25	13

- (e) All Players of Member Clubs must be registered and insured before taking part in any Competition Match, training, trial or carnival.
- (f) Registrations must be certified by CRRL who shall endorse such Registrations.
- (g) Players or Parents/Guardians registering their child are subject to disqualification if the particulars contained therein are found to be incorrect or misrepresented.
- (h) Any Player wishing to play under an assumed name for personal reasons must register his/her name with CRRL who will treat the matter with the utmost confidence.
- (i) Any Club playing an unregistered Player shall lose the Match or Matches in which such offending Player took part. After one warning a fine will be imposed of \$300.

- (j) Girls up to and including Under 12 age group may play in the CRRL mixed Competition. Girls aged over 12 must play in the organised girls' competition.

26. Registration and De-Registration Fees

- (a) CRRL will advise each year the amount that is required for insurance from each player registering with a Club.
- (b) CRRL is entitled to keep the Insurance amount of all players who complete a registration form which is lodged with CRRL as they were deemed to be registered and the amount is to be forwarded to the Insurance Company. This will be known as a de-registration fee.

27. Transfer of Players

- (a) Registered Players of the CRRL may transfer between Clubs. A request for clearance must be commenced by the receiving Club via entering clearance request via the LeagueNet database.
- (b) A player applying for transfer cannot participate in training, carnivals or Competition games until the outcome of the clearance is forwarded to the Secretary/Recorder of the player's new club. Verbal clearance will be accepted, as long as the CRRL is informed by the previous club.
- (c) Transfer under this rule must be completed by the thirtieth (30th) of June each year.
- (d) Any player who is selected for Schoolboys, representative or a final development squad must return to the club that they were playing with when selected, and play the remainder of that season and the following season with that club. If there is a genuine reason for the player to transfer to another club, then the CRRL must receive a request from the parent/s, outlining the reasons in full for seeking a clearance. In this circumstance, said player may not transfer to any team that has 4 or more representative/development players already. He may however transfer to a team with less or no representative/development players.
- (e) No player from a Zone 1 team can apply for a clearance into any Zone 1 team that played in a Zone 1 Grand Final in the previous year. If the Club they wish to transfer to has a Zone 2 or Zone 3 team they must play in the lower zoned team for that season. They will not be permitted to play up in the Zone 1 team at any time during that season. If such player does play up during the season the offending team will be deducted 2 Competition points.
- (f) No more than two players from any one Club in any age group will be permitted to transfer to any team of the same age group within any other Club in the ACT or other district competition during or between football seasons unless
 - i. The Club which the player was last registered with is prepared to grant such player a clearance to another club. Such clearance is to be submitted via the LeagueNet Database.
 - ii. The CRRL, at its discretion, approves additional transfers where compassionate or other legitimate reasons exist. Such requests are to be made to the CRRL by a player or parent and must set out, in full, their reasons for seeking a clearance.
- (g) Where Clubs have withdrawn from the CRRL Competition after the thirtieth (30th) June of that year, such registered players may apply to transfer to another club. An online clearance request will need to be submitted.
- (h) Where a Club withdraws a Team or Teams from the CRRL Competition after the thirtieth (30th) June of that year, the registered players of such Team/s may apply for transfer to another Club or Team. An online clearance request will need to be submitted if transferring to another Club.
- (i) A player moving into the District after the thirtieth (30th) June and attending a local school on a permanent basis, may apply to the JSC for permission to register with a Club in the CRRL competition.
- (j) Where a Registered Player moves his principal of abode within the District after the thirtieth (30th) June, and such move is of a permanent nature, and due to distance and travel involved it would not be feasible for that Player to play with his registered Club, said player may apply in writing to the JSC to transfer to another club nearer his principal place of abode.

28. Playing in a Higher Zone and Age Group

- (a) Free movement of players between zones in their own or older age group in the age group Under 6s to Under 9s inclusive, be allowed.
- (b) A player will be permitted to play up in a higher zone or age group for a team playing their normal competition game, as long as it is only one (1) age group higher than their actual age and it is not to the detriment of their registered team.
- (c) Any Player who registers in an older age group or higher zone may NOT return to play in his/her actual age group or lower zone in Competition Matches or in Finals Matches.
- (d) No Junior Rugby League Player shall be compelled to play in a higher grade.
- (e) If a Club has two (2) sides in the same Zone, players may only play in the team they are registered with in that Zone and may not play in the other team under any circumstances, this is for Competitive age groups only. Any infringement of this rule will be subject to a fine and loss of game to the offending team.

29. Signing On – Competition Matches

- (a) Each team may sign on thirty (30) minutes prior to the scheduled time of the Match. Team officials must sign on prior to the commencement of the game. All players (including reserves) must sign on before they take the field and have until the commencement of the second half to do so.
- (b) Club officials shall be able to produce player identification photos for inspection when called upon to do so.
- (c) Players are to enter their Jumper numbers alongside their names when they sign on. Under 10s to Under 17's must sign the sheet with full signature.
- (d) Team sign on sheets will have printed names – any players not on the sheet will need to write their names in, as well as their jumper number and signature.
- (e) A Player who has signed the sign on sheet is deemed to have played. In all International games, if a player signs the sign on sheet, he/she must take the field at some stage during that game.
- (f) The sign on sheet shall be kept at the Official table at all times. At the completion of the game, Team managers are to return to the Official Table to record the final score, the point scorers and shall sign the sheet in the appointed place, to certify that they agree with the recorded results and statistics. The Referees shall then sign the sheet.
- (g) Maximum number of players allowed to sign on is:

Age Group	Maximum Players
Under 6, 7	10
Under 8, 9	12
Under 10, 11	16
Under 12	18
Under 13, 14, 15, 16	20
Under 17 Girls & Open Women	20

30. Sign-On Sheets and Game Results

Game results should be uploaded by the home Club into the LeagueNet database by Monday 12pm. The sign on sheets should be sent to the CRRL Office by email, fax or mail by Tuesday 4pm.

31. Players Uniform

- (a) All Players must appear in the proper Football Uniform of their Club, which consists of Jerseys in the Clubs Registered colours, shorts, boots or shoes (which must not have spikes or studs which in the opinion of the Referee could be considered dangerous) and whole hose.
- (b) Any changes to the registered Clubs Uniform should be forwarded to the CRRL for their approval.
- (c) The regulation number must be attached to the jersey.

- (d) Players up to and including Under 9's, shall be allowed to wear rubber soled shoes or boots.
- (e) Players up to and including Under 9's shall be allowed to wear compression garments longer than their knees and elbows. U10s-U18s shall only be allowed to wear compression garments that end at the knee or elbow, unless a valid medical condition deems it necessary for them to wear longer garments. A document from their Medical Provider must be sighted to allow the wearing of such garments.

32. Ground – Club Responsibilities

- (a) Each member club shall appoint a Ground manager and a Time Keeper to officiate at each ground.
- (b) It shall be the responsibility of each "Home Club" to ensure that the playing surface of each Football Field shall be clearly and correctly marked.
- (c) Corner posts erected and markers placed at the halfway line and ten (10) metre lines.
- (d) Goal post protectors must be supplied and fitted in a manner not to cause injury to players coming into contact with the goal post uprights.
- (e) The rope or fence used to enclose the field shall in no way encroach upon the playing area and must be at least 4 metres where possible from any part of the field of play.
- (f) All playing fields must be fenced or roped off and it is the responsibility of the "Home Clubs" Ground Manager, to see that all spectators stay outside the rope or fence.
- (g) Home clubs must also mark (or rope off) a designated area for each team. The only persons allowed inside the designated area shall be the Players, Leaguesafe Officials, Trainers, Coach/s and Manager/s. The coach and Manager must stay within the designated area except as allowed in rule (36).
- (h) With the exception of the Referee, Touch Judges, ball boys, Ground Manager and those persons mentioned in part (g), all other persons are to remain outside the roped area.

33. First Aid Responsibility

- (a) It shall be the Home Clubs' responsibility to ensure that every Competition Match of the CRRL has a NRL qualified Sports Trainer in attendance at the playing field for the duration of each Match.
- (b) Referees are not to commence any game unless such qualified persons are in attendance.
- (c) Home Clubs are responsible and if no suitably qualified Persons are in attendance at the time set down for the commencement of the game, then the Home team will forfeit the points for that match.
- (d) As per International rules, each International team must provide a qualified FAO for their match. Failure to do so will result in automatic forfeit/fine??? This includes the last 4 rounds where it could be detrimental to playing in finals.

34. Unauthorised Entry to Field of Play

- (a) No unauthorised or unqualified person is to enter the Field of Play. In the event of an unauthorised or unqualified Person entering the Field of Play, the Referee is to stop the game and seek assistance of the Ground Manager.
- (b) Time off will be allowed for any stoppage caused by the entry of unauthorised persons onto the enclosed Area/Field of play.

35. Coaches and Managers

- (a) All Clubs are to send to the CRRL a list of their coaches and managers in all grades for ratification prior to the commencement of the first Competition Match each year.
- (b) All Coaches are to hold a Coaching Accreditation or be in the process of completing a course which will be verified by the CRRL Office prior to the start of each season.

36. Mini Football Coaches

In Mini Football only, Coaches are not to be on the field except as follows:

- (a) In any competition structured entirely for players below the age of seven (7) years; or
- (b) The first seven (7) rounds only of any official seven (7) year age group competitions.

37. Identification of Officials

Club Ground Managers, Sports Trainers, First Aid Officers, Coaches and managers are to be readily identifiable at each ground where CRRL matches are in progress. Each Official must wear the appropriate coloured shirt/vest.

38. Finals Eligibility

- (a) All Players must be Registered and Insured prior to the thirtieth (30th) of June each year and have played at least three (3) Competition Matches, excluding a bye, with his/her club they are registered with during the current season of the Minor League to be eligible to take part in any Play-offs, Semi-Finals, Finals and Grand Final.
- (b) In the case of a Player not being able to play the required three matches as indicated above, due to injuries sustained by him, upon investigation by the JSC, the Committee may permit such Players to take part in a Play-off, Semi-Finals and Grand Final.
- (c) A player, who has played competition rounds in an Age Group or Zone higher than the one he/she is registered in, can only play in Finals in the lower Age Group or Zone if he/she has played an equal or greater number of games (including byes and forfeits) in the lower Zone.

39. Determining Semi-Finalists

- (a) In the event of more than two teams being equal in Competition points for the first position or two teams being in equal second position when determining Semi-Finalists, such positions shall be decided by Competition points awarded for and against.
- (b) In the event of more than one Team qualifying for the fourth position or more than two teams qualifying for third position in the Semi-Finals, the Teams concerned shall play-off prior to the date set down for the Semi-Finals. For and against points should be used to determine semi-final and play off positions if competition points are equal between more than two (2) teams.
- (c) The Team standing third in Competition points shall play the Team standing fourth in the minor Semi-Final and the Team standing first shall play the team standing second in the major semi-final. The winner of the minor semi-final shall play the loser of the major semi-final in the Preliminary Final. The winner of the Major Semi-Final shall then play the winner of the Preliminary Final in the Grand Final.
- (d) In the event of two or more Clubs having equal highest Competition points at the end of the Competition rounds, the Clubs concerned shall be declared Joint Minor Premiers.

40. Finals Series Rules

- (a) The Venues and Times for Final Series, Play-Offs, or Replays shall be decided by the CRRL.
- (b) No underage or 'fill-in' player is to take the field of play in a finals game unless all registered players in that team, who are fit and able, have been utilised. A letter to CRRL from a parent, legal guardian or club Executive stating that the registered player is not fit to play will be required.
- (c) During the Final Series, all team officials must perform their appointed role unless approval to perform a different role is granted by the JSC prior to the commencement of the game.

41. Finals and Grand Final Timings

- (a) In Play-offs and Final Series only, time off will be allowed for all stoppages of Play signalled by the referee.

- (b) In the event of a draw in a playoff, semi-final or preliminary final, then 2 periods of 5 minutes extra time shall be played. If the match is still drawn after this extra time, then the game continues until one team scores.
- (c) In Mod games, in the event of a draw in a Grand Final, then the two (2) teams shall be declared Joint Premiers.
- (d) In International games, in the event of a draw in a Grand Final, then 2 periods of 5 minutes extra time shall be played. If the match is still drawn after this extra time, then the clubs concerned shall be declared Joint Premiers.

42. Referees Fees

- (a) Referees fees are paid for by CRRL for all Competition Matches and Final Series
- (b) Clubs are responsible for payment direct to the Referees Association for Carnivals, trial games and Referees travel expenses to out of town games.

43. Visits to Other Centres

- (a) All applications to visit other Centres must be made to CRRL in writing seven (7) days prior to the scheduled departure date to which the visit is applied for. All applications must be accompanied by a bond cheque of \$200.00 if staying out of the area overnight.
- (b) A written report must be submitted to CRRL covering the visit within seven (7) days of returning to the area.
- (c) References covering conduct must be presented to CRRL from the Hotel/Motel or Boarding House Proprietors with whom the Party was accommodated with whilst away. These references must be attached to the Tour report.

44. Payment to Officials

- (a) No Junior League Official, Committee Member, Player, Coach, Trainer, Leaguesafe Officer or Manager shall be permitted to accept payment in return for services rendered to the CRRL, except as allowed to officially appointed Referees in the execution of their Refereeing duties.

45. Girls U17 9's Comp Rules – Appendix.



CRRL LAWS OF RUGBY LEAGUE NINES (9's)

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 (e.g. Judiciary) will be subject to the CRRL rules.

1. Each match will be of forty (40) minutes duration and will be comprised of four (4) quarters of ten (10) minutes each. There will be a haltime period of no longer than five (5) minutes. 1st and 3rd quarters shall be of 2 minute duration.
2. Teams will consist of fifteen (15) 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. Players being replaced must cross the touch line before the new player enters the field of play as a replacement. The player entering the field of play as a replacement must do so from an on-side position. A player who has been replaced may, later in the game, act a replacement.
3. No scrums will be formed. In the event of a double knock on or a mutual infringement the 2nd offending team will receive the ball in a handover.
4. All kicks for goal shall be taken by way of a drop kick.
5. All kick offs to re-start play, other than the start of each quarter, shall be taken by way of a drop kick which must travel ten (10) metres and land in the field of play. All re-start drop kicks after a try has been scored will be taken by the scoring team.
6. The kick off to commence each quarter shall be taken by a place kick which must travel ten (10) metres and land in the field of play.
7. After a try has been scored, both teams, one (1) touch judge and the Referee will take up normal positions for the re-start of play. One Touch Judge will remain behind the goalposts to adjudicate on the kick for goal and play will be re-started immediately the Touch Judge has given his decision, which shall be final, and the kicker has returned to an on-side position without delay.
8. 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.
9. Periods of temporary suspension (sin bin) shall be for five (5) minutes duration. Any period of temporary suspension expires at the end of the game.
10. The NRL National Safe Play Code will apply in all matches involving teams with players aged fifteen (15) years and under.
11. A try shall count for four (4) points.
 All try conversions shall be taken by way of a drop kick in line with where the try was scored and will count for two (2) points.
 All penalty kicks at goal will 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 will be awarded as one (1) point.

