

# LAWS OF RUGBY LEAGUE NINES (9s)

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## HARVEY NORMAN TARSHA GALE 9s

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 sixty (60) minutes duration and will be comprised of four (4) periods of fifteen (15) minutes. There will be a half-time period of no longer than five (5) minutes, and a two (2) minute break after periods 1 (one) and 3 (three).
- 1.2 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, using the six (6) 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 do so from an onside position. A player who has been replaced may later in the game act as a replacement.
- 1.3 Five (5) players only will form scrums. 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 hand-over will be provided to the non-kicking team ten (10) metres infield, opposite where the ball crossed the line.
- 1.4 All kicks for goal shall be taken by way of place kick.
- 1.5 After
  - (i) a try has been scored
  - (ii) a conversion attempt has been taken or completed
  - (iii) a penalty or field goal is scored,  
play will be re-started from the centre of the halfway line with a kick off by the scoring team
- 1.6 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.
- 1.7 Periods of temporary suspension (sin bin) will be for a duration of five (5) minutes.
- 1.8 Any periods of temporary suspension expire at the end of the game.