



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 halftime 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.
12. Tackle count will be six (6) Tackles. This will consist of five (5) successive play the balls. A handover shall occur after the fifth play the ball when the team is tackled for the sixth time or they commit a breach or are held up in goal.