



The Greatest Game of All

OFFICIAL LAWS FOR CRL NINES

The CRL Nines will be conducted in accordance with 'Rugby League Laws of the Game International Level with Notes on the Laws' approved by the Australian Rugby League Commission (February 2013).

The exceptions to 'Rugby League Laws of the Game International Level with Notes on the Laws' approved by the Australian Rugby League Commission (February 2013) are:

1. THE GAME

- Each match will consist of two equal halves of Nine (9) minutes. A half time period of two (2) minutes shall take place.

2. PLAYERS

- The total number of players on the field at any one time in each team shall not exceed nine (9).
- Players may be used on an unlimited interchange basis throughout the match (including Extra Time).
- A maximum of 2 players may be interchanged at any one time.

3. 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;
- 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;
- All defending players not involved in the scrum (other than the defending Scrum Half) must retire five (5) metre from their last row of forwards. (This is as per International Laws)
- Scrums will only be formed in the event of a double knock on or a mutual infringement.
- 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 metres infield opposite where the ball crossed the touch line;
- In the event of a successful 40/20 kick, play will recommence with an 'optional tap kick' to the kicking team 10 metres in from where the ball crossed the touch line.



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4. POINTS

- A try shall count for four (4) points
- 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.
- 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.
- A field goal in general play shall be awarded as one (1) point.

5. RESTARTS

- All kick offs to re-start play, other than for the start of each half, shall be taken by way of drop-kick which must travel ten (10) metres forward and land in the field of play;
- All 'Drop-Kick Off' restarts shall be taken by the scoring team;
- The kick off to commence each half shall be taken by a place kick which must travel ten (10) metres and land in the field of play.

6. TEMPORARY SUSPENSION- SIN BIN

- The period of temporary suspension shall be five (5) minutes or, in the event that a match is completed within this period, the period of temporary suspension shall be until the completion of the match.

7. TACKLE COUNT - 5 TACKLES

- A team in possession of the football shall be allowed four successive play the balls.
- 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.