

OFFICIAL LAWS FOR CRL NINES



Subject to the modifications below 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 2017). All requirements governing the off field conduct of matches and the behaviour of players (e.g. judiciary) will be outlined in the proclaimed Rules of the competition.

The modifications to 'Rugby League Laws of the Game International Level with Notes on the Laws' approved by the Australian Rugby League Commission (February 2017) are:

1. THE GAME

- » Each match shall consist of two equal halves of nine (9) minutes. A half time period of two (2) minutes shall apply to all matches.
- » The size of the field will be the same as all International laws games (100m x 68m)

2. PLAYERS

- » The total number of players on the field at any one time in each team shall not exceed nine (9).
- » Each Club may nominate a team of unlimited number of players for each match. Interchange players may be used on an unlimited interchange basis throughout the match (including any Extra Time).
- » 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 as a replacement.
- » A maximum of two (2) players may be interchanged at any one time.
- » The minimum number of players on the field will be 7. If a team drops to 6 players or below due to injury and not enough substitutes (this does not include any sinbin players) then the game will be declared a forfeit.

3. SCRUMS

- » There will be NO scrums. Where scrums would normally take place a handover will now occur instead of the scrum to the non-offending team.



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- » In the event of a successful 40/20 kick, play will recommence with a *tap restart* to the kicking team twenty (20) metres in from where the ball crossed the touch line but no closer than 10m to the oppositions goal line. The defensive team will be given reasonable time to get onside before the referee restarts play.

4. POINTS

- » A try shall count for four (4) points.
- » All try conversions shall be taken by way of dropkick 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.
- » 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.
- » A field goal in general play shall be awarded as one (1) point.

5. RE-STARTS

- » 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 in a forward direction and land in the field of play;
- » All 'Drop Kick Off' re-starts after points have been scored shall be taken by the scoring team;
- » After a try has been scored both teams and the referee will take up normal positions for the restart of play. One Touch Judge will remain behind the goal posts to adjudicate on the kick for goal and play will be restarted immediately the touch judge has given his decision, which shall be final, and the kicker has returned to an onside position without delay.
- » The kick off to commence each half shall be taken by a place kick which must travel ten (10) metres in a forward direction and land in the field of play.

6. TEMPORARY SUSPENSION- SIN BIN



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- » 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 five successive play the balls except when a team is awarded a 20m optional restart, then the team in possession will be allowed six 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 held up in goal.

8. SAFE PLAY CODE

- » The NRL Safe Play Code will apply in all matches involving teams age sixteen (16) years and under as per below;

TACKLE ZONE

The Code: TACKLES ABOVE THE ARMPITS ARE NOT PERMITTED.

Application: (a) It is an infringement if, whilst attempting to effect a tackle on a ball-carrier running with an upright posture, a defender makes contact above the armpits intentionally, recklessly or carelessly.

(b) It is an infringement for a defender/tackler to set upon the head or neck region of a ball-carrier.

(c) A defender, in front of a ball-carrier who is diving or running with a “stooped” posture, is permitted to come in contact with the ball-carrier’s shoulder provided the defender’s arm(s) extends down the shoulder and trunk, i.e. underneath the ball-carrier.

Reference: Law Book: - Section 15, Law 1 (b), Page 38.



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DANGEROUS TACKLES

The Code: (2.1) THE TACKLER'S LEGS CANNOT BE USED TO TRIP IN A THROW.

Application: The use of the legs in a tackle is not permissible. Using the legs (even if the defender has a hand/hands on the ball-carrier) to trip or throw the ball carrier constitutes an infringement.

Reference: Law Book - Section 15, to Law 1 (a) and (d), Page 38

The Code: (2.2) ADOPTING A CROTCH HOLD IS MISCONDUCT

Application: Adopting a crotch hold i.e. by placing either a hand or arm in the crotch region is an infringement.

Reference: Law Book - Section 15, Law 1 (i), Page 38

The Code: (2.3) NO VERTICAL LIFT IN A TACKLE IS PERMITTED.

Application: Vertical lifting in a tackle is an infringement. No defender(s), during the course of a tackle, are permitted to vertically lift the ball - carrier. If the possibility of a vertical lift occurs, i.e. one or both feet of the ball-carrier have been lifted off the ground, the referee must immediately blow the whistle to prevent the tackle from continuing. (This is not to be confused with a tackle that, in the same motion, "knocks" a player off his feet).

Reference: Law Book - Section 15, Law 1 (d), and Notes to Law 1(d), Page 38

The Code: (2.4) A BALL-CARRIER CANNOT BE LIFTED AND DRIVEN.

Application: A tackle that results in the ball-carrier being lifted and remaining off the ground while the tackler takes two (2) or more steps to drive the player (in any direction and while the ball-carrier's feet are off the ground) is an infringement.

Reference: Law Book - Section 15, Law 1 (d), Notes 1 (d), Page 38.



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The Code: (2.5) THE ADDITIONAL FOLLOWING ACTION(S) BY A TACKLER WILL ALSO INCUR AN IMMEDIATE PENALTY.

Application: It is an infringement if, during the course of a tackle, a defender or defenders intentionally lift the leg/foot of the ball carrier. (This is not to be confused with a tackle that in the same motion, “knocks” a player off his feet).

Reference: Law Book - Section 15, Law 1 (d) and Notes 1 (d), Page 38.

The Code: (2.6) A DEFENDER CANNOT “PUSH” THE BALL-CARRIER TO EFFECT/COMPLETE A TACKLE.

Application: A defender who pushes the ball-carrier to effect / complete a tackle is guilty of an infringement.

Reference: Law Book - Section 15, Law 1 (i), Page 38.

SHOULDER CHARGE

The Code: A DEFENDER CANNOT “SHOULDER CHARGE” A BALL-CARRIER TO AFFECT A TACKLE.

Application: Shoulder Charge – is where a defender, without attempting to tackle, grab or hold the ball-carrier (or any opposing player) using the arms or hands, makes direct physical contact with the shoulder or the upper arm (tucked into the side).

Reference: Law Book – Section 15, 1(k) Page 38.

VICIOUS PALM

The Code: THE BALL-CARRIER CANNOT “THRUST” OUT AN ARM TO CONTACT THE DEFENDER ABOVE THE SHOULDER.

Application: It is an infringement for the ball-carrier to violently punch, thrust out an arm or use an outstretched stiff arm so as to make contact with the hand or fist to the defending player’s head, neck or face.

(This section does not state that a player cannot legitimately ‘palm’ the head, neck or face).

Reference: Law Book - Section 15, Law 1 (a), Page 38.

SLINGING



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The Code: THE USE OF THE BALL-CARRIER'S ARM, OR JERSEY TO SLING OR SWING A PLAYER IS PROHIBITED.

Application: A defender who uses the arm or jersey of the ball-carrier to sling or swing the player in a tackle commits an infringement.

Reference: Law Book - Section 11, Notes 1 (a). Page 23.

SANDBAGGING (FLOPPING)

The Code: A DEFENDER CANNOT DROP OR FALL ON A PRONE PLAYER.

Application: It is an infringement for a defender to drop, dive or fall on a player in possession of the ball who is prone or stationary on the ground and not attempting to play-on. (A simple hand-on completes the tackle).

Reference: Law Book - Section 15, Law 1 (i), Page 38.

SURRENDER (IN THE TACKLE)

The Code: THE BALL-CARRIER MAY SURRENDER IN THE TACKLE. WHEN SMALL AND/OR INEXPERIENCED PLAYERS ARE INVOLVED IN A "SURRENDER", DEFENDERS MUST NOT COMPLETE THE TACKLE.

Application: This rule is designed to protect beginners and small players by minimising risk and eliminating excessively robust play. The referee, NOT the player, calls 'held'. Players who are at an obvious disadvantage because of low levels of experience, are of small stature or show a lack of skill are to be protected when in possession of the ball and being tackled. A halt to play is to be called (BY THE REFEREE) when these players submit to the tackle or are held, subdued or their progress is halted by bigger or more experienced players. Failure by a tackler to respond to the referee's call is an infringement.

Reference: Law Book - Section 11, Law 2 (c), Page 23, Note 2 (c), Page 24.

VERBAL ABUSE / FOUL LANGUAGE

The Code: IT IS AN INFRINGEMENT TO USE THREATENING OR OFFENSIVE LANGUAGE.



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Application: Verbal abuse, obscene language and sledging, including comments or words that threaten or denigrate an opponent, referee or supporter is an infringement.

Reference: Law Book - Section 15, Law 1 (f), Page 38.

IMPORTANT NOTE

IT IS MANDATORY THAT A PENALTY IS AWARDED FOLLOWING ANY BREACH/INFRINGEMENT OF THE SAFEPLAY CODE. IN ADDITION TO A PENALTY FOR A BREACH, REFEREES AT THEIR DISCRETION MAY:

- SIN BIN THE OFFENDING PLAYER
- DISMISS THE OFFENDING PLAYER FROM FIELD OF PLAY

Refer International Laws, Section 13, 1 (a) and Section 15- Player's Misconduct

ADVANTAGE PLAY & THE SAFEPLAY CODE

A penalty kick must follow any infringement.

1. IF NO ADVANTAGE OCCURS, the penalty is to be awarded immediately at the mark where the infringement occurred.
2. IF AN ADVANTAGE OCCURS, the penalty is to be awarded either at the breakdown in play immediately after the misconduct occurred, (unless a try is imminent) or where the act of misconduct occurred, whichever is to the greater advantage to the non-offending team.
3. WHEN A TRY HAS BEEN SCORED in the same play in which the act of misconduct occurred or in the immediate play thereafter (the imminent factor), the penalty kick, additional to the conversion, will be awarded in front of the goal posts. A kick at goal must be taken from the penalty kick (place or drop) and play re-started from the centre on the half-way line irrespective of the outcome of the kick.

