

NRL Game Development

Billy Slater Shield NRL 9's

Official Rules

All games will be played under the Modified Rugby League Rules with some changes in accordance with the Safe Play Code

Field Dimensions, Playing Numbers and Timing:

- The field dimensions will be:
Length: No longer than 80m and no shorter than 68m.

Width: No wider than 50m and no narrower than 30m.
- A maximum of nine (9) players per team on the field.
- A maximum of thirteen (13) players can be used per game.
- The game is played over twelve (12) minutes.

Game Rules:

- Play starts by a place kick from the centre of the field. The kick must travel at least 10 metres forward. Play restarts, following a try, with a tap kick by the non-scoring team.
- If the ball is kicked the required 10 metres and travels over the sideline the receiving team will get possession of the ball with a play the ball 10 metres in from where the ball has gone out.
- If the ball travels over the tryline the receiving team will restart play with a play the ball 10 metres out from their tryline.
- A team must always pass the ball backwards and make at least two successful passes between tackles. Failure to do so results in loss of possession.
- **ALL TRIES ARE WORTH FOUR POINTS**

TACKLE:

- A player is tackled when his/her forward motion is stopped or when the arm carrying the ball touches the ground. After six consecutive tackles the opposition team receives the ball. All tackles and attempts at tackling are to be below armpit level. A player may surrender in the tackle; having done so he/she will then be called upon to PLAY THE BALL.
- When tackled, a player must stand up, face the opponents' goal line, place the ball on the ground and roll it back with the foot (PLAY THE BALL) to the DUMMY HALF.
- If the DUMMY HALF or 1st RECEIVER runs with the ball and is caught by the opposition, a handover will result. However, the DUMMY HALF and 1st RECIEVER are both permitted to score a try.
- The defending team must retreat 5 metres and not move forward until the first receiver has possession of the ball, or the DUMMY HALF has run with the ball.
- There will not be a MARKER permitted to stand at the PLAY THE BALL.

GIRLS TAG:

- A player is tagged when a player from the opposition removes a Velcro tag from the player carrying the ball. After six consecutive tags the opposition team receives the ball.
- The tagged player is to play the ball where her tag has been removed.
- The defender making the tag must drop or place the tag on the ground immediately after it has been removed. They cannot throw it away to slow the game or to gain an advantage for their team.
- The game is a non-contact form of Rugby League. An attacker cannot deliberately bump into a defender or fend.
- A defender cannot deliberately move into the attacker's path.
- When tagged, a player must face the opponents' goal line, place the ball on the ground and roll it back with the foot (PLAY THE BALL) to the DUMMY HALF.
- If the DUMMY HALF or 1st RECEIVER runs with the ball and is caught by the opposition, a handover will result. However, the DUMMY HALF and 1st RECIEVER are both permitted to score a try.
- The defending team must retreat 5 metres and not move forward until the first receiver has possession of the ball, or the DUMMY HALF has run with the ball.
- There will not be a MARKER permitted to stand at the PLAY THE BALL.

To Create A Non-Threatening Environment:

- **NO SCRUMS.** In all instances where a scrum would be set, a handover will occur to the team that would have fed the scrum.
- **TACKLES ABOVE THE ARMPIT ARE NOT PERMITTED.**
- **NO LIFTING.** Lifting in tackles is not permitted.
- **NO SLINGING.** No jersey slinging tackles will be permitted.

To Develop Kicking Skills:

- **NO BOMBS.** All kicks must be in the form of a **grubber kick**. When the ball is kicked, it must not travel higher than the arm pits. If the ball bounces higher than the arm pits this is permitted. Failure to comply will result in a handover.
- A **GRUBBER KICK** may be used only after the 4th tackle. All other players must be behind the kicker if they wish to contest the ball. A kick will be counted as a pass.
- There will be no kicking for goal following a try being scored as the grounds used do not have Rugby League goal posts.

Please refer to the Safe Play Code for a complete guide to safety guidelines within the modified game of Rugby League.