

Rugby League Nine a Side Rules

1. The number of players per team will be 9 aside (unlimited substitutions can be made)
2. Size of the playing area is approximately half size pitch (60 x 40 metres maximum). The game can be played on any safe grassed area. Any rugby posts should be padded and outside the field of play.
3. The size of the ball should be:-

Y7 & Y8	Size 4
Y9 & Y10	Size 5
4. The normal 6 tackle rule applies
5. A try is scored in the normal way by placing or touching the ball down on or over the opponents try line
6. All defending players must retire 5 metres at the play the ball except for a single marker who must be square to the play the ball without interfering. The marker is not allowed to strike for the ball or move until the ball is passed by the acting half back or the acting half back clears the ruck (runs with the ball). The tackled player should restart the game by way of a play the ball. The ball must be played backwards in the correct manner and where the tackle occurred.
7. If the acting half back is tackled, in possession of the ball, it will result in a hand over of possession to the opposition. **The acting half can score if not tackled.**
8. a. No kicking for goal after a try has been scored.

b. Kicking in open play from the hands i.e. bomb, punt, chip, grubber is allowed.
9. a. The game will commence with a place kick off from the centre line at the beginning of each half. The kicking team will not receive the ball back if they find touch or dead in-goal (unless touched by the opposition).

b. All restarts, other than the commencement of each half, will be with a **play the ball** (with no marker).
10. A passive scrum shall be formed by no less than 3 players from each team no nearer than 10 metres from all touch lines or the try lines after the following situation:-
 - If the ball goes out of play in touch (not touch in-goal) the scrum to form 10 metres in from touch opposite where the ball last made contact with the field of play or a player (but no nearer than 10 metres to the goal line)

- The team NOT responsible for the first or only infringement or making the ball go out of play will have the head and feed.
 - The ball must enter the tunnel of the scrum and both scrum halves must retire behind their forwards' rear feet.
 - The scrum half must feed the ball in the correct manner, it is then struck (won) by the hooker of the feeding team, to enable the ball to leave the scrum through a legitimate route and according to the rules of the game.
 - The scrum shall be formed. **No pushing is allowed** and the team without the feed of the ball cannot strike for the ball.
11. All other infringements (knock-ons, forward passes etc.) will result in a hand over to the non-offending team and they will resume play using a play the ball restart which will not count as part of the six-tackle count.
 12. Any infringement in the in-goal area will result in play restarting 10 metres from the goal line with a play the ball to the non-offending side, in a central position.
 13. No ball stealing
 14. Any act of foul play will result in a 10-metre advance up the field of play to the non-offending side. The game will recommence with a tap restart 10 metres infield from the nearest touchline.
 15. Any rule not covered will be as per international rules

Recommendation – All players should wear gum shields (preferably fitted by the dentist)