



## Australian Rugby League Laws of Rugby League Sevens (7's)

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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 outlined in the proclaimed Rules of the Tournament.

1. Each match will be of fourteen (14) minutes duration and will be comprised of two (2) halves of seven (7) minutes. There will be a half time period of no longer than two (2) minutes. Finals matches may be extended to be of twenty (20) minutes duration and may be comprised of two (2) halves of ten (10) minutes.
2. Teams will consist of ten (10) players, with no more than seven (7) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the three (3) pre-named substitutes. 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.
3. Three (3) players only will form scrums.
4. All kicks for goal shall be taken by way of a drop kick.
5. The re-start of play from the halfway line, after points have been scored, will be by a place kick with no requirement for the ball to travel ten (10) metres forward from that kick.
6. After a try has been scored, both teams 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.
7. 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.
8. Periods of temporary suspension (sin bin) will be for three (3) minutes duration.
9. Any period of temporary suspension expires at the end of the game.
10. The ARL National Safe Play Code will apply in all matches involving teams aged fifteen (15) years and under.
11. There will be no shoulder charging permitted in matches involving teams aged eighteen (18) years and under.

The proclaimed Rules of the Tournament must outline the following additional rules with regard to conduct of the tournament:

- Squad Size: The maximum number of players allowed to register for each entered team.
- Drawn Matches: The method used to determine the winning team in cases where the scores are level at the completion of the match.