

OFFICIAL LAWS FOR AUCKLAND NINES



The 2014 NRL Auckland 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) with specific modifications for the NRL Auckland Nines tournament.

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).
- Each Club must nominate a team comprising of 15 players for each match. The bench comprising of 6 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.



4. POINTS

- A try shall count for four (4) points except for those tries scored in a defined area known as the 'Bonus Zone';
- The 'Bonus Zone' is a clearly marked box, located in the in-goal area between the goal posts at each end of the playing field;
- In the event that a try is scored in the 'Bonus Zone', such tries shall count for five (5) points (5 Point try). The referee will signal that a "5 point try" has been scored by raising his hand into the air, extending his fingers to indicate that the try counts for five points;
- If the ball is placed partly on the 'Bonus Zone' marking and the remainder of the in goal (except the dead ball line) the try will deemed to have been scored in the 'Bonus Zone';
- 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.



8. EXTRA TIME – GOLDEN TRY

- In the event of a match ending with the scores equal after regular time, the following process shall determine the winner of the match:
 - The match referee shall conduct a coin toss in accordance with the laws of the game.
 - The winner of the match will be determined to be the team which scores the first try in this period of play. The match will immediately be concluded with this try.
 - For Qualifying Round matches, the duration of the Golden Try period will not exceed five (5) minutes. At the conclusion of this time period, if no try has been scored, the match will be deemed a draw and the competitions points awarded accordingly.
 - For Finals matches, the match will continue until a try is scored.
 - Field Goals in general play and penalty goals shall carry no point's value during this period.

9. COMPETITION POINTS

- Competition points for the qualifying rounds will be awarded as follows:
 - Win: 3 points
 - Draw: 2 points
 - Loss: 1 point