

Rugby League 9s School Games Rules

1. The number of players on the pitch per team at one time will be 9 aside. A squad can have up to 16 players (if agreed by both teachers these numbers can be flexible). During games unlimited substitutions can be made, these must be made during stoppages in the game – turnovers etc.
2. Size of the playing area is approximately half size pitch (60 x 40 metres maximum). The game can be played on any safe coned out grassed area,
3. The size of the ball should be: Y7 & Y8 (Size 4) or 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. A normal try is worth 4pts, a try in the 'Bonus Box' is worth 6pts. There are no conversions after tries.
6. Bonus Box (or Nectar Box) – The area between each try lines posts and dead in goal line. If there are no posts, two coloured cones can be placed on the try line where the posts would normally be (10m area in the middle of the try line) to represent the area. Tries that are scored within this area will be worth 6pts.
7. All defending players must be back 5 metres from 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 dummy half or the dummy half runs with the ball.
8. Any 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.
9. Kicking from the hands i.e. bomb, punt, chip, grubber is allowed in open play. This can be on any tackle throughout the game.
10. The game will commence with a play the ball from the centre line at the beginning of each half. A marker can be present.
11. There will be no scrums during games. See below points for further instructions around errors or infringements:
 - A player knock-ons or does a forward pass: this will result in a handover at the point of the infringement to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.
 - A player runs out into touch with the ball: this will result in a hand over 5 metres in from touch to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.

12. Any error or infringement in the in-goal area will result in play restarting 5 metres from the goal line with a 'play the ball' to the non-offending side, in a central position.
13. No ball stealing allowed by any players.
14. Any act of foul play will result in a handover at the point of the infringement to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.