

# School Games Rugby League 9's 2024

## Entry Information & Rules



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### Event Overview

**Date:** Tuesday 18th June 2024

**Venue:** Gunnersbury Park Sports Hub, W3 8LQ

**Contact:** [steph@londonyouthgames.org](mailto:steph@londonyouthgames.org)

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### Entry Information

**Squad Entry Deadline:** Wednesday 5<sup>th</sup> June 2024

**Squad on the Day:** Minimum – 9 & Maximum – 16, per gender.

**Competitions:** Boys & Girls (Compete separately).

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### Eligibility Criteria:

**Competition Tier:** Higher

**Competition Intent:** Highly competitive environment where winning is the measure of success and level challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school have a higher skill ability and understand tactics and strategies in competitive game play situations.

### Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11 – 12-year-olds	01/09/2011	31/08/2012	Year 7

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### Full Rules & Regulations

**RFL 1** The event will run in accordance with the [Rugby League 9's rules](#).

**RFL 1.1** Should any rules listed below contradict those outlined by Rugby League, these rules will supersede those.

**RFL 1.2** It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

**RFL 1.3** The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

**RFL 1.4** The Competition Director reserves the right to suspend/cancel the event where required by weather/unsafe conditions.

### RFL 2 Age Category

**RFL 2.1** The following age groups and respective maximum and minimum date of births will apply to the School Games Rugby League 9's Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
11 - 12-year-olds	01/09/2011	31/08/2012	Year 7

**RFL 2.2** Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

**RFL 2.3** It is the responsibility of competitors/teachers/School Games Organisers staff to ensure all competitors details are entered correctly at the time of submission.

**RFL 2.3.1** In the instance a competitor is found to be ineligible, they will be disqualified from the competition entirely.

### RFL 3 Eligibility

#### RFL 3.1 Competition Tier: Higher

**RFL 3.2 Competition Intent:** Highly competitive environment where winning is the measure of success and level challenge is high, in order to further the development of young athletes. Local qualifying events are encouraged, with the winning school progressing to the county final.

**RFL 3.3 Player Eligibility:** Aimed at children and young people who enjoy competition and may regularly access training and coaching outside of the school environment. Participants are used to competing in sport inside and outside of school have a higher skill ability and understand tactics and strategies in competitive game play situations.



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**RFL 4 Squad Size** Schools are permitted to bring a minimum of 9 competitors and a maximum of 16 competitors per gender.

**RFL 4.1** Schools are permitted to bring all 16 competitors entered in the event on the day.

### RFL 5 Kit & Equipment

**RFL 5.1** Studded footwear is permitted.

**RFL 5.2** Gumshields are recommended for all players.

**RFL 5.3** Playing pitch size: 60 metres x 40 metres (half-size pitch).

**RFL 5.4** Size 4 balls will be used throughout the event.

### RFL 6 Competition and Draw Format

**RFL 6.1** Rugby League 9's is a modified version of Rugby League that focuses on the social aspects of the team sport. This simplified version creates an environment that allows each player the opportunity to get their hands on the ball and have a positive experience.

**RFL 6.2** Matches will be 10 minutes with no half time

**RFL 6.3** First session will be pool games with all teams progressing to the second session.

**RFL 6.4** Draw format to be confirmed after entries have closed.

### RFL 7 Competition Rules

**RFL 7.1** Maximum of 9 players from each team on the pitch at one time.

**RFL 7.2** During games, unlimited substitutions can be made, these must be made during stoppages in the game e.g., turnovers etc.

**RFL 7.3** The normal 6 tackle rule applies.

**RFL 7.4** 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 4 points, a try in the 'Bonus Box' is worth 6 points. There are no conversions after tries.

**RFL 7.5 Bonus 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 (10 metre area in the middle of the try line) to represent the area. Tries that are scored within this area will be worth 6 points.

**RFL 7.6** 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. Any defending player including the marker is not allowed to move up (move forward to make a tackle) until the ball is picked up by the attacking dummy half.

**RFL 7.7** 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.

**RFL 7.8** Kicking from the hands i.e. bomb, punt, chip, grubber is allowed in open play. This can be on any tackle throughout the game.

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**RFL 7.9** The game will commence with a play the ball from the centre line at the beginning of each half with one marker in place.

**RFL 7.10** There will be no scrums during games. See below points for further instructions around errors or infringements:

- a) A player knock-on or 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.
- b) A player runs out into touch with the ball, this will result in 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.

**RFL 7.11** Any errors or infringement in the in-goal area will result in play restarting 5 metres from the goal line with a 'play the ball' in a central position to the non-offending side.

**RFL 7.12** No ball stealing allowed by any player at any time.

**RFL 7.13** 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.

**RFL 8 Overall Scoring Points** will be awarded for each game to give a schools round robin standing.

**RFL 8.1** The following points will be awarded:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss

**RFL 8.1.1** Tied teams in groups are decided on:

- Match points
- Try differences
- Tries for
- Tries against

**RFL 9 Medals & Trophies** Team medals awarded to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> placed teams and a salver awarded to the winner of the competition.