

INSPIRATION

ALL RUGBY LEAGUE
WORLD CUP
ENGLAND + 2021

RUGBY LEAGUE 9s **FESTIVAL RULES**



GAME FORMAT

1. The number of players on the pitch per team at one time should be 9. A squad can have up to 15 players (if agreed by both teachers these numbers can be flexible). During games unlimited substitutions can be made, but these must be made during stoppages in the game – turnovers etc.
2. Total playing time for any one day should be no longer than 50 minutes per player and therefore we recommend game durations of between 8-12 minutes one way dependent on number of teams in a festival/tournament.
3. 2 points are awarded per win, 1 point for a draw and 0 points awarded for a loss.
4. Size of the playing area is approximately half-size pitch (60 x 40 metres maximum with an additional 2.5m in goal area at either end of the pitch). The game can be played on any safe coned out grassed area. See Festival Guide for a more detailed pitch specification.
5. We advise the use of size 4 balls for years 7, 8, 9 and size 5 balls for years 10 and 11.
6. The game will commence with a play-the-ball. The team who start the game will be determined by the referee through a 'coin toss' or similar.

SPORT SPECIFIC RULES

1. Each team has a maximum of 6 plays (tackles) to score a try.
2. A try is scored 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.
3. The Bonus Box is the middle third of the in goal area. Tries that are scored within this area will be worth 6pts.
4. The game will restart after a try with a play-the-ball from the centre line to the non-scoring team.
5. All defending players must move back 5 metres from the play-the-ball except for a single marker who must be square to the play-the-ball without interfering. All defending players including the marker are not allowed to move forward to make a tackle until the ball is picked up by the attacking dummy-half. The dummy-half is the name given to the player who picks the ball up from the back of the play-the-ball. Any player can go into the acting dummy-half position and the player in this position can change for each play-the-ball.

6. If a defender does not retreat 5 metres, they will be deemed to be offside. If a tackle is made from an offside position, the attacker should play-the-ball as normal but the tackle count will start again from 0.
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.
8. Kicking from the hands i.e. bomb, punt, chip, grubber is allowed in open play. This can be on any play (tackle) throughout the game.
9. There will be no scrums during games. See below for further instructions around errors or infringements:
10. 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 set of six tackles. Play will restart with a play-the-ball and one marker in place.
11. A player runs out into touch with the ball: this will result in a handover 5 metres in from touch to the non-offending team with a new set of six plays (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' in a central position to the non-offending side.
13. No ball stealing allowed by any player at any time.
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 set of six plays (tackles). Play will restart with a play-the-ball and one marker in place.

GLOSSARY OF TERMS:

- 1. Marker** - The defending team may place 1 player referred to as the “Marker” directly in front of the tackled player who is playing the ball. This player does not have to retreat with the rest of the defensive line and may only get involved once the dummy-half has picked up the ball. (The full 13 a side game can have up to 2 markers).
- 2. Play-The-Ball** - The method of restarting play after a tackle has been completed or possession has been handed over. This movement involves the attacking player rolling the ball backwards along the ground using their foot. The dummy-half will then be positioned directly behind the play-the-ball to receive the ball and continue play.
- 3. Dummy-Half** - The dummy-half is the name given to the player who picks the ball up from the back of the play-the-ball. Any player can go into the dummy-half position (acting dummy-half) and the player in this position can change for each play-the-ball. (This position is also sometimes referred to as the “hooker” or “acting half back”).
- 4. Handover** - Sometimes referred to as a “turn over” this is where the possession is given to the defending team for them to start their set of 6. This may be after an error or if the attacking team reach the end of their set of 6 without scoring.
- 5. Ball Stealing** - The action of a defensive player intentionally stripping the ball out of the attacking player’s possession.
- 6. Offside** - A defensive player who has not retreated back 5 metres after a tackle or an attacking player who is in front of the kicker once the ball is kicked.
- 7. Forward Pass** - Forwards and backwards are in reference to the direction a team/player is attacking and not the body position of the player. The ball can only be passed back towards a player’s own goal line and therefore if the ball is passed and travels forwards towards the try line they are attacking this is deemed to be a forward pass.
- 8. Knock On** - The ball is dropped forward or deflected forward off an attacking player and is not regathered before the ball makes contact with the floor or another player.
- 9. High Tackle** - Any tackle or contact which is above shoulder height is deemed to be a high tackle.