



# GVPSSA Rugby League Rules



Updated 2015

It is essential for the growth and survival of Rugby League in our district that schools play the game with good sportsmanship and fairness. It is up to the professionalism of our coaches (teachers) to ensure that we don't decrease the renewed interest in Rugby League. This means not allowing sides to be thrashed by huge margins. As professionals we should be able to identify games where it could be one sided. Please ensure that if you are in this situation you take steps to stop the game becoming a one sided affair. For example take off your more experienced players and allow less experienced ones more game time. It is only in the best interest of Rugby League and the PSSA to develop our sport.

## NUMBER OF PLAYERS

- Juniors and seniors will both play with 9 players per side. Games may also take place with 8v8 or 7v7 if one school is short on available players. This should be agreed upon prior to kickoff.
- There is unlimited interchange for both age groups.

## CLASSIFICATION OF JUNIORS AND SENIORS

- Juniors - Turning 10 that calendar year or younger
- Seniors - Turning 11 that calendar year or older
- Therefore a student who is in Year 5 and turns 10 while in year 5 is classified as a Junior.

## DURATION OF GAMES

- Juniors and seniors - Game will run for 15 minutes straight with no half time break.
- Note - At the discretion of the teachers the game lengths may be modified

## PLAYER TIME

- All players must play at least half the game.

## FIELD SIZE

- Games will be played across a regular sized football field so that 2 games will take place on the same field. (Like in OzTag and Touch football)

## EQUIPMENT AND FOOTWEAR

- Rubber and plastic studs are allowed but not compulsory. Metal studs are not allowed.
- Mouthguards are compulsory. They are also compulsory at school training where there will be contact between players.

## Dummy Half (DH) and First Receiver (FR)

- DH's and FR's must wear a coloured vest (provided by NRL staff at the venue). This means that these players are allowed to run without the usual "2 pass rule", and be tackled, with the ball without forfeiting possession.
- Coaches should ensure that the DH and FR positions are rotated regularly throughout the season and also that the same player does not wear a vest for 2 games on the same day.
- More information on this rule change can be found in Appendix A: Modified Rule Change FAQ's and Appendix B: Modified Rule Change Review

## SCRUMS

- THERE WILL BE NO SCRUMS.
- Any situation that usually requires a scrum will be replaced by a turn over.

## PASSES

- There must be two passes in mod league.
- This doesn't apply when the team in possession is less than 10 metres from its own goal line. <~~ Has changed...THIS DOES NOW APPLY!
- All tries are worth 4 points.
- A player caught in possession without the ball being passed twice will result in a turnover of possession. Except DH and FR

## THE TURN OVER

- There will be a turnover of possession if :-
  - a) Team in possession knocks on and regathers.
  - b) If there is a double knock on, the turn over goes to the team that knocked on second.
  - c) Team in possession throws a forward pass that is not deemed to be deliberate.
  - d) Team in possession kicks over the sideline and defending team doesn't touch it.

## **TACKLE COUNT**

- The team in possession receives 6 tackles. If caught in possession on the 6th tackle it will result in a turn over.
- If the defending team regathers the ball from the team in possession's knock or kick (kick - off, drop kick, kick in general play), the first tackle is zero unless ball is passed which will mean 1st tackle.

## **THE MARKER**

- There is only 1 marker in mod league with the rest of the defending team 5 metres back.
- The marker can't move until the ball is in possession of the 1<sup>st</sup> receiver.

## **CONVERSIONS**

- All conversions are to be taken from in front of goal post. The same player can't kick for every goal. They must be rotated amongst the players.

The Australian Rugby League has agreed to the introduction of a **Safeplay Code** which has been designed to improve the on field environment for Junior Rugby League by removing potential danger areas and providing for more control of other undesirable practices.

**Green Valley PSSA will enforce the Safeplay Code.**

Coaches please ensure that your players are made aware of the Safeplay Code. The code is as follows:

## **TACKLE ZONE**

- All tackles are to be made at or below the armpit level.

## **LIFTING IN TACKLES**

- Any vertical lift is prohibited.
- Once the tackled player's feet have left the ground and the vertical lift has become obvious, the referee should immediately blow his whistle so as to prevent the tackle from continuing.

## **SANDBAGGING**

- This relates to a situation where the ball carrier who is on the ground and who is not attempting to play on is fallen on or dived upon.
- This is prohibited
- Placing a hand on the player will complete the tackle.

## **THE VICIOUS PALM**

- The use of the palm or extended arm to attack the head (particularly the face) of a would be tackler is illegal if the referee deems it to be deliberate.

## **THE SLINGING TACKLE**

- This is prohibited.
- It refers to the use of the arm, collar or other parts of the jumper to sling a player.

## **THE SURRENDER RULE**

- Players may surrender in the tackle.
- Once the surrender is evident the referee should quickly call TACKLED.
- When the small and/or inexperienced players are involved in a surrender, the tackler should not go on with the tackle.

## **VERBAL ABUSE/FOUL LANGUAGE/SLEDGING**

- This type of conduct **MUST** be actively discouraged. It often leads to on field and off field ill feeling and violence.

The success of the introduction and operation of the Code will depend on the co-operation of Teachers and Players, the Green Valley PSSA looks forward with confidence to all involved playing their part to ensure that success.

## **THE USE OF THE SIN BIN**

- The sin bin is to be used for professional fouls only. E.g. holding a player back.
- It is not to be used for foul play or bad sportsmanship. These will be dealt with by removing the offending player from the field and ensuring that he/she doesn't take any further part in the game.
- The coach may replace the removed player with another.
- Any player that is replaced must be reported to the convenor.

## **THE KICK ~ OFF AND DROP OUT**

- All players of the non ~ kicking team must stand at least 10 metres from the kick off line and players of both teams must allow the ball to travel 10 metres forward where required by laws.
- The same player not must kick ~ off, it must rotated.
- **If the team kicking off kicks the 10 meters and the ball goes over the sideline, they will gain possession of the ball, regardless if the other team had touched the ball or not. <~~ Due to our smaller fields, this rule will also no longer be applied.**

## **HALF WAY KICK ~ OFF**

- At the start of game (by team losing the toss)
- **Play will resume after points being scored via a tap taken by the team which was scored against**

## **GOAL LINE DROP OUT**

- Defending player last touches the ball before it goes dead in goal.
- Defender forces the ball.
- Defender in possession is tackled in goal.
- A defender kicks the ball over the dead ball line
- A player kicking off from the halfway line makes the ball dead in his opponents in goal.

## **10 METRE TAP**

- An attacking player makes the ball dead

## **KICKING IN GENERAL PLAY**

- Teams may kick in general play.
- The ball has to go longer than it goes higher.
- There are no high up and unders (bombs) and field goals.

## **KNOCK - ON**

- A knock - on occurs when a player accidentally knock the ball forward with his hand or arm and towards his opponents dead ball line.

## **PENALTIES**

- Instead of taking a kick for touch, the attacking team will receive a ten metre advancement instead. This cuts down on time wasted in games. The attacking team does have the opportunity to take a quick tap at the original infringement point, if they choose. For penalties within the 10 metre zone of the try line, the attacking team will need to take the penalty at the original infringement point, or at the 10m mark.