

NRL VICTORIA NINES RULES



1. Teams are permitted to nominate and have fifteen (15) players participate in any one game. A maximum of nine (9) players are permitted on field at any one time (accordingly maximum of six (6) interchange players). A minimum of seven (7) players per team on field are required.
2. All games including preliminary rounds and Grand Final shall be of nine (9) minutes each way with a half-time break of one (1) minute.
3. The International Laws of the Game will apply with the following exceptions:
 - (a) Scrums will be formed by three players only. Scrums will only be formed in the event of a double knock on.
 - (b) All kicks for goal shall be taken by way of a drop kick.
 - (c) The re-start of play from the halfway line after points have been scored will be by a tap kick, by the non-scoring side, but there will not be any requirement for the ball to travel ten meters forward from that kick.
 - (d) After a try has been scored, both teams and the referee will take up normal positions for the re-start of play. One touch judge will remain behind the goal posts to adjudicate on the kick for goal and play will be re-started immediately the Touch Judge has given his decision, (which shall be final), and the kicker has returned to an onside position which he must do without delay.
 - (e) If an interchange is effected when a kick at goal has been taken, the interchanging player coming on to the field is not allowed to take the kick.
 - (f) Periods of temporary suspension (Sin Bin) will be for five (5) minutes.
 - (g) Any period of temporary suspension expires at the end of the game.
 - (h) The 6 tackle law will be replaced by the 4 tackle law.
4. Unlimited Interchange. Up to six players from among the nominated squad may be used on an unlimited interchange basis throughout the match.
5. Teams must sign on prior to their first match. Only players registered to NRL Victoria will be permitted to participate.
6. In the event of a serious injury and the suspension of play preventing further play then the result of the game at the time of suspension shall stand.
7. In the result of a drawn match, the winner will be the team that placed highest on the NRL Victoria Spirit of League Award the previous year.
8. A player dismissed from the field during the course of a match will not be eligible to play again until judiciary procedures have been completed.
9. Any disputes regarding the playing conditions of this competition or events not covered in these playing conditions, will be referred to NRL Victoria for decision. This decision will be final and no correspondence will be entered into.