



Rocky Nines

Saturday, 9th March and Sunday, 10th March, 2019

Browne Park, Rockhampton

PLAYING RULES

- All QRL rules and policies must be adhered to including the Code of Conduct.
- The ARLC On-Field Policy must be adhered to at all times
- No players that are suspended or subject to judiciary action are allowed to play
- All team/s coaches, sports trainers and Leaguesafe Officers must be accredited (current).
- No “over-age” player can participate without prior consent of Rocky Nines Director and the QRL.
- All players must strictly observe the QRL Codes of Conduct and Behaviour

The Rules for the RRL Nines Tournament will be as per normal QRL playing rules except for the following changes:

- Each side is required to have 9 players on the field throughout the game. A total squad of 20 players is allowed per side allowing for a maximum of 11 reserve players.
- 9 minutes halves with a 2min halftime period.
- Kick-offs are a drop-kick taken from halfway.
- Unlimited interchanges are allowed.
- Sin Bin is 2 minutes. Referee's discretion
- Timeouts are at the ref's discretion in finals matches only or event of serious injury in Pool matches. We are on a strict time table so generally as soon as the hooter goes time will commence.
- Scoring team restarts play with a dropkick off at halfway.

- Rockhampton Leagues Club Bonus Zone tries – a five-point try for tries scored in the in-goal area between the goal posts at each end. All tries scored outside the bonus zone will remain four pointers.
- Goal-kicks will not feature in the tournament with dropkicks taken in line from where the try was scored worth two points. Penalty drop-kicks will be worth two points with a field goal in general play remaining at one point.
- Opposition players must not impede or come forward to distract a player taking a drop-kick at goal or the referee may award another attempt in the case of the impeded drop-kick missing. This is totally up to referee's discretion.
- Any blatant time wasting can result in a penalty to the opposition team. This is totally up to referee's discretion.
- Scrums will consist of five players from each team and will only be used in the event of a double knock-on or a mutual infringement.
- KNOCKOUT, SEMI-FINALS, GRAND FINALS 'Golden Point' - where if teams are drawn at fulltime – in extra time the first team to score a point wins – with the 'Golden point'
 - In the event of a successful 40/20 kick, play will recommence with a tap re-start to the kicking team 20 metres in from where the ball crossed the touch line.
- Should a match be abandoned due to injury or unforeseen circumstances without commencing or a point being scored it will be considered a drawn match with a 0-0 scoreline.
- Should a match be abandoned after commencement due to injury or unforeseen circumstances and points have been scored the score at the time the match was abandoned will be deemed the scoreline.

TOURNAMENT RULES

- All players must be signed to a QRL agreement with a QRL club for insurance purposes. Players may play in a special or composite side as approved by event organisers and as approved by the club they are signed with.
- Composite teams are responsible for getting permission off QRL teams and appropriate leagues for QRL-contracted players to play for them.
- Players not signed to a QRL club must sign a waiver provided by event organisers.

- All players aged 40 years or over must provide a full Medical Clearance to play tackle rugby league in writing from a certified GP.
- One Team Sheet (provided below) with up to 20 players must be emailed to watson@juniorfootyacademy.com.au by 5.00pm on Tuesday, 6th March, 2019.
- Teams can only use the 20 players named on the submitted team sheet to play for their team. No players can be added or changed on team sheet after Thursday, 8th March, 2019.
- Each team must have a qualified coach and FAO present as per QRL rules.
- Please note there is a strict timetable of games so teams must be ready to take the field exactly 1minute before the start of play. If two team fail to take the field the field and the referee is ready then the clock will start. If one side has taken the field and the referee is ready and it is past scheduled start time the clock will start. Once the clock reaches one minute if the team has yet to take the field the other team will be awarded 5 points. This will happen for the first 5mins and if after 5mins the offending side has not entered the field it will be treated as a forfeit. (see below)
- If a team forfeits in advance the game will be scored 25-0 in favour of the non-forfeiting team. Any team that forfeits cannot play in any finals (knockout, semi-finals or grand-finals) barring extenuating circumstances approved by the event organisers.
- Any breach of the above rules may result in team disqualification. Tournament Officials has full discretion over any decisions and any decision is final and absolute.

POOL FINISHING LADDER POSITION TIEBREAKERS

| <u>Pool Points</u> | <u>Pool Tiebreakers</u> | |
|---------------------------|--------------------------------|--|
| WIN = 2 points | 1st Tiebreaker | For/Against Differential |
| DRAW = 1 points | 2nd Tiebreaker | For/Against Percentage |
| LOSS = 0 points | 3rd Tiebreaker | Most Bonus Zone Tries scored in Pool Rounds |
| | 4th Tiebreaker | Coin Toss |

