MATTHEW BOWEN 9’S - OFFICIAL RULES 2017

1. THE GAME

- Each match shall consist of two equal halves of nine (9) minutes. A half time period of three (3) minutes shall apply to all matches.

2. PLAYERS

- The total number of players on the field at any one time in each team shall not exceed nine (9).
- Each school must nominate a team comprising of fifteen (15) players for each match. A total of six (6) Interchange players may be used on an unlimited interchange basis throughout the match (including Extra Time).

3. SCRUMS

- All scrums shall be formed with a maximum of five (5) players from each team (three players in the front row and two in the second row). There shall be no more than four (4) players on each team acting as backs;
- At the scrum, the non-offending team shall have the loose head and feed, and can elect which side of the scrum the ball shall be fed;
- The defending Scrum Half must also take up a position on the same side of the scrum as the ball is being fed;
- All defending players not involved in the scrum (other than the defending Scrum Half) must retire five (5) metres from their last row of forwards. (This is as per International Laws);
- Scrumms will only be formed in the event of a double knock-on or a mutual infringement. In all other circumstances, play will re-start with a handover to the non-offending team, including where kicks find touch in general play. The handover will be provided to the non-kicking team ten (10) metres infield, opposite where the ball crossed the touch line;
- In the event of a successful 40/20 kick, play will recommence with a tap re-start to the kicking team twenty (20) metres in from where the ball crossed the touch line.

4. POINTS

- A try shall count for four (4) points
- All try conversions shall be taken by way of dropkick in line with where the try was scored and will count for two (2) points.
- All penalty kicks at goal shall be taken by way of a drop kick from the point at which the penalty is awarded and will be worth two (2) points.
- A field goal in general play shall be awarded as one (1) point.
5. SHOT-CLOCK (CONVERSIONS)

- Immediately following the Referee signaling the awarding of a try, the scoring team will have a maximum period of twenty-five (25) seconds to complete the conversion.
- A conversion will be deemed to be completed when the kicker’s foot has struck the ball.
- Should the kicker not have completed the conversion prior to the expiration of the Shot-Clock time limit, the referee will signal an incomplete attempt at goal and no points will be awarded.
- In the event that the match referee is required to signal time-off after a try has been awarded, the Shot-Clock shall also be stopped and the kick will be taken following the re-start of the match-time. At this point, the Shot-Clock will also be restarted.
- The Shot-Clock will continue to run following the expiration of the match-time and until the player has commenced the conversion.
- In the event of a penalty-try or an eight-point try, the Shot-Clock will be used for all associated conversion attempts. In the case of the awarding of a possible eight-point try, the Shot-Clock will re-start only when the Referee has moved into position and has blown the whistle to award the penalty in front of the goal posts.

6. RESTARTS

- All kick offs to re-start play, other than for the start of each half, shall be taken by way of drop-kick which must travel ten (10) metres in a forward direction and land in the field of play;
- All ‘Drop Kick Off’ re-starts shall be taken by the scoring team;
- The kick off to commence each half shall be taken by a place kick which must travel ten (10) metres in a forward direction and land in the field of play.
- Where the defending team is required to recommence play with a Goal Line or twenty (20) metre Drop Out, they must do so within twenty (20) seconds, so as not to unnecessarily delay play.

   - The twenty (20) second period will commence once the Referee has ruled a Goal Line or twenty (20) metre Drop Kick and will be displayed on the screen Shot-Clock.
   - The kick will be deemed to be completed when the kicker’s foot has struck the ball.
   - Should the Shot-Clock have counted down to zero (0) seconds without the kick having been taken, then a penalty shall be awarded:
     (a) In the case of a Goal Line Drop Out – at the centre of the ten (10) metre line; or
     (b) In the case of a twenty (20) metre Drop Out – at the centre of the twenty (20) metre line.

If, in the opinion of the Referee, the re-start is being delayed due to circumstances of the game, the Referee may call time off. In the event that the match referee is required to signal time-off after a Goal Line or twenty (20) metre Drop Out has been ruled, the Shot-Clock shall also be stopped and the kick will be taken following the re-start of the match time. At this point, the Shot-Clock will also be re-started.

7. TEMPORARY SUSPENSION - SIN BIN

- The period of temporary suspension shall be a maximum of three (3) minutes or, in the event that a match is completed within this period, the period of temporary suspension shall be until the completion of the match.
8. TACKLE COUNT - 5 TACKLES

- A team in possession of the football shall be allowed four successive play the balls;
- A handover shall occur after the fourth play-the-ball when the team is (a) tackled for the fifth time, or (b) they commit a breach, or (c) in the event that a player is held up in-goal.

9. EXTRA TIME - GOLDEN TRY – FOR SEMI FINAL AND FINAL ONLY

- In the event of a match ending with the scores equal after regular time, the following process shall determine the winner of the match:
  - Teams will change ends and a period of "Extra Time - Golden Try" will be played;
  - The team that kicked off to commence the first half of the match will kick off to commence the "Extra Time - Golden Try" period;
  - The winner of the match shall be determined to be the team which scores the first try in this (“Extra Time – Golden Try”) period of play. Full Time shall be called immediately after the try has been awarded;
  - For all Finals’ matches (Quarter Finals, Semi Finals and Final), the match will continue until a try is scored;
  - Usual Rugby League modes of scoring, such as Field-Goals (in general play) and Penalty Goals shall carry no point's value during this “Extra Time – Golden Try” period.

10. COMPETITION POINTS

- Competition points for the Qualifying Rounds shall be awarded as follows:
  - **Win**: 2 Points
  - **Draw**: 1 Point
  - **Loss**: 0 points

- For and against will be calculated if points are equal to determine which team/s enters the semi-finals if required.

11. PLAYER RORTATING IN TEAMS/SQUADS

- If a school has more than one team participating in the competition, during the round games no players are allowed to swap teams. In semi-finals and the grand final, players are allowed to move up divisions within their school but not down e.g. a player who has been representing a seconds’ team is able to then play for their firsts’ team in the case of their firsts’ team lacking participants. In the spirit of the game this should only be done if a team has had injuries throughout the day and is lacking numbers within their team. A player representing their seconds’ team is not able to represent their thirds team though. The rule still applies with a maximum of 15 players within the team during any game.
- Schools with only one team in the Matthew Bowen 9’s are allowed to bring a squad of players e.g. more than 15, and rotate them throughout the day so long as only a maximum of 15 players participate in each game e.g. 9 players and 6 reserves.

- This rule aims to limit any heat related health risks as the players will most likely be under a hot and humid environment.