



# RFL SCHOOL GAMES 9S RUGBY LEAGUE YEAR 7 BOYS



## ENTRY DATES

Document Version: **1**

**Team closing date:** Wednesday 21<sup>st</sup> June 2017

**i** Deadline 6pm. This date is when the School Games Organiser needs to submit their team entry onto Eventbrite.

**Publish team entries:** Friday 23<sup>rd</sup> June 2017

**i** This date is when London Youth Games publishes which Boroughs are entered into the competition and the school team representing.

**Finalise school name:** Wednesday 28<sup>th</sup> June 2017

**i** This is the date is when the School Games Organisers finalise any school name changes.

## COMPETITION DATES AND INFORMATION

### QUALIFIERS

Nominations Only.

### FINALS

Thursday 6<sup>th</sup> July 2017

Crystal Palace National Sports Centre, SE19 2BB  
[londonyouthgames.org/CrystalPalaceNationalSportsCentre](http://londonyouthgames.org/CrystalPalaceNationalSportsCentre)

Registration: 10:00 – 10:30

Competition: TBC dependant on number of entries.

## WHO IS IT FOR?

**Any Licence, minimum grade or standard required?** N/A

## TEAM ON THE DAY

**i** This is the team you bring to the competition.

- **Minimum:** Games will be 9 a-side.
- **Maximum:** Squads can be unlimited (suggest capping at 16)

### Event

School Games 9s Rugby League

### Likely School Year

Year 7 Boys

## HOW DO I ENTER?

**Competition Type:** Secondary Schools

**How to enter:** SGO's to nominate a school team. Email [vicky@londonyouthgames.org](mailto:vicky@londonyouthgames.org) to submit team details.





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## ABOUT THE COMPETITION

<b>Competition Format</b>	<ul style="list-style-type: none"> <li>Matches will be 10 minutes with no half time.</li> <li>Points awarded are: 3 for a win, 2 for a draw, 1 for a loss.</li> <li>1<sup>st</sup> session will be pool games with all teams progressing to the 2<sup>nd</sup> session for playoff series.</li> </ul>
<b>Draw Format</b>	To be confirmed after entries have closed.
<b>Seeding</b>	None
<b>Final Positions</b>	Points allocated based on final positions. Groups decided on: match points, try difference, tries for, tries against.
<b>Medals</b>	GOLD: winners. SILVER: runners-up. BRONZE: losing semi-finalists

## WHAT KIT & EQUIPMENT DO I NEED?

<b>Kit &amp; Equipment:</b>	<ul style="list-style-type: none"> <li>Studded footwear is permitted.</li> <li>Gumshields are recommended for all players.</li> </ul>
<b>Team Manager Notes:</b>	<ul style="list-style-type: none"> <li>Rugby League 9s is a modified version of Rugby League that focuses on the social aspects of team sport. This simplified version creates an environment that allows <b>each player</b> the opportunity to get their hands on the ball and have a positive experience through achieving both personal and team goals.</li> </ul>

## SPORT SPECIFIC RULES

- The number of players on the pitch per team at one time will be 9 aside. A squad can have up to 16 players (if agreed by both teachers these numbers can be flexible). During games, unlimited substitutions can be made, these must be made during stoppages in the game – turnovers etc.
- Size of the playing area is approximately half size pitch (60 x 40 metres maximum). The game can be played on any safe coned out grassed area
- The size of the ball should be Size 4
- The normal 6 tackle rule applies.
- A try is scored in the normal way 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.
- Bonus Box – The area between each try lines posts and dead in goal line. If there are no posts, two coloured cones can be placed on the try line where the posts would normally be (10m area in the middle of the try line) to represent the area. Tries that are scored within this area will be worth 6pts.
- All defending players must be back 5 metres from the play the ball except for a single marker who must be square to the play the ball without interfering. Any defending player including the marker is not allowed to move up (move forward to make a tackle) until the ball is picked up by the attacking dummy half.
- 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.
- Kicking from the hands i.e. bomb, punt, chip, grubber is allowed in open play. This can be on any tackle throughout the game.
- The game will commence with a play the ball from the centre line at the beginning of each half with one marker in place.
- There will be no scrums during games. See below points for further instructions around errors or infringements:
  - A player knock-ons or does a forward pass: this will result in a handover at the point of the infringement to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.
  - A player runs out into touch with the ball: this will result in a hand over 5 metres in from touch to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.
- 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.
- No ball stealing allowed by any player at any time.
- Any act of foul play will result in a handover at the point of the infringement to the non-offending team with a new six tackles. Play will restart with a play the ball and one marker in place.

