



# OFFICIAL RULES

# TOWNSVILLE MENDI 9s

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### Playing Field & Ball

1. The game will be played on a Full-Size International Field, using a Full-Size Rugby League Ball, as approved by the Australian Rugby League Commission.

### Players and Playing Equipment

1. Each team is allowed a maximum of fifteen (15) registered players.
2. Players must be eighteen (18) years or older to participate.
3. Each team must have one (1) accredited coach.
4. Each team can have a maximum of three (3) current NRL/Super League/NRLW players (with 5 or more official games).
5. Each team can have a maximum of three (3) former NRL/Super League/NRLW players (with 5 or more official games).
6. Each team can have a maximum of four (4) current QLD Cup/NSW Cup/BMD Premiership players (with 5 or more official games).
7. Each team can have a maximum of six (6) players in total who meet the criteria outlined in points 4, 5, and 6 combined.
8. Each team shall have a minimum of five (5) and maximum of nine (9) players on the field at any one time.
9. Each team's bench can accommodate a maximum of six (6) players during the game.
10. Interchanges are unlimited but must be made through the designated substitution box, which extends 10 meters on either side from halfway.

### The Game

1. Round matches played on Saturday will run for 15 minutes consecutively.
2. Finals matches played on Sunday will consist of two (2) equal halves of nine (9) minutes. A half time of one (1) minute shall take place.

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### General Play

#### Start of Play & Restarts

1. The captains of the two teams shall toss a coin in the presence of the referee, with the winning captain choosing whether to kick off, or choose which end of the field his team will defend. The losing captain shall take the other alternative.
2. All kick offs to start and restart play will be taken by way of drop-kick, which must travel a minimum of 10m forward and land in the field of play.
3. If the kick is to fall short of 10m travel, or be kicked out on the full, this will result in a penalty being awarded to the non-kicking team at the point of the restart (except for a Goal Line Drop Out which will be awarded on the 10m line in front of the uprights).
4. Following a try, the scoring team will bring the ball back into play by way of drop kick from Half-way.
5. If the ball bounces and crosses the touch line from a restart of play, the kicking team will restart play with a play-the-ball 10m in from where the ball crosses the touch line (no closer than 10m from the goal line).
6. Scrum restarts are not permitted under any circumstance. Any infringement where a scrum would normally be packed, play will restart with a play-the-ball at the point of the infringement (no closer than 10m in from sideline and 10m from the goal line) to the non-offending team.
7. In case of a single infringement, the non-offending team gets a free play. If they keep possession after the free play, the game continues.
8. If an infringement occurs during the free play, play will restart at the point of the original infringement with a play-the-ball to the non-offending team.
9. In the event of a 40/20 or 20/40 (in the female matches a 40/30 or 30/40), play will restart with a tap kick 20m in from where the ball crosses the touch line, no closer than 10m to the goal line.
10. The restart of play will be a controlled restart, at the discretion of the Match Official. Should the Match Official believe a player is acting outside the spirit of the game, they may, at their discretion, remove the player from field for the set of play.

#### Penalties

1. Penalties may be awarded as per the *Rugby League Laws of the Game International Level 2023 Edition*.
2. Penalties will be taken 10m up from where the penalty was awarded except in the case where the penalty is awarded within 10m of the goal line. After a penalty, the non-offending team must restart play by taking a tap kick.
3. Quick taps are permitted, at the discretion of the Match Official.
4. For Non-Foul Play incidents, outside the attacking teams own 40m line, in lieu of a penalty, six (6) more tackles will be awarded to the non-offending team.

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### Sin Bin/Send Off

1. If a player is sin binned, the player is to remove themselves from the playing field and stay off the field for a period of five (5) minutes. If a match is completed within that period, the temporary suspension ceases at the completion of the match.
2. If a player is sent off during the match, the player will remain removed from the match for the entirety of the game. The player will also be suspended for a minimum two (2) matches, or more, at the discretion of the carnival staff.

### Tackle Count

1. A team in possession of the ball shall be allowed five (5) successive play-the-balls.
2. A handover shall occur AFTER the fifth play-the-ball, if:
  - the team in possession is tackled for a sixth (6) time;
  - the team in possession commits an accidental breach;
  - a player is held up in goal, or;
  - the ball is kicked directly into touch on the full.
3. The handover will take place at the point of the sixth (6) tackle or, if applicable, no closer than 10m in and 10m out from the goal line.

### Points

1. A try shall count for four (4) points, unless scored in the designated Bonus Zone, where points will be worth five (5) points.
2. The Bonus Zone is clearly marked in the in-goal area, between the two-goal posts at either end of the field.
3. If the ball is touching any part of the line marking, outlining the Bonus Zone, other than the dead ball line, it will be deemed as a Bonus Zone try.
4. The referee will signal the Bonus Zone try by raising their hand in the air and extending their fingers to indicate that the try is to count as five (5) points.
5. A Conversion goal will be taken by way of drop kick in line with the where the score is scored, and if successful is worth two (2) points.
6. The scoring team will have 30 seconds to kick the conversion from when the try is scored.
7. If a kick is not taken within 30 seconds of the try being scored, play will restart with a free kick by the non-scoring team at the centre of halfway.
8. The scoring team can elect to not kick for goal by notifying the referee prior to the twenty second mark after the try has been scored.

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### Injury/Time Off

1. Round games – In the event of an injury, the game clock will not be stopped. If an injury occurs due to foul play and the game cannot be restarted, the non-offending team will be declared the winner. If the injury is accidental and not the fault of any player, the game will be recorded as a draw.
2. Finals games – Time will be stopped for injuries at the referee's discretion. If an injury occurs during the first half and less than one (1) half of the match has been played, the remaining time will be played at an appropriate time and place as noted by the carnival official.

### Extra Time

1. For Round matches, in the event of a match ending with the scores equal after regular time, the match will finish as a draw and both teams will be awarded one (1) point.
2. For Finals matches, in the event of scores being level after the completion of regular time, the following process will take place:
  - a. The match referee shall conduct a coin toss in accordance with the laws of the game.
  - b. The Golden Try period will commence as per "Starts/Restarts of Play."
  - c. Golden Try will run for a period of 9 minutes, without interruption, or until a Try is Scored.
  - d. If no tries are scored after 9 minutes, a Drop Goal Contest will take place.
  - e. Field Goals in general play and penalty goals shall carry no points value during this period.

### Drop Goal Contest

1. If scores are level after the Golden Try period, a Drop Goal Contest will take place.
2. Each team is to nominate one (1) person only to be their nominated drop kicker.
3. Drop Kicks take place from the middle of the goal posts, starting 10m out, and increasing to the 50m line.
4. If a kick is missed, the opposing team will be awarded the win.
5. If after five (5) kicks, there is no winner, the kicks will move to the left-hand side of the posts, and will be taken from the scrum line, starting on the 50m line, moving forward 10m after every successful drop goal.
6. If after a further five (5) kicks, there is no winner, the kicks will move to the right-hand side of the posts and will be taken from the scrum line, starting on the 10m line, and moving backwards 10m after every successful drop goal.

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### Tournament Structure

1. Mens teams will be drawn randomly into four (4) pools. Womens teams will be drawn randomly into two (2) pools. Each team will play against each team in their pool in the round games on Saturday.
2. Points system:
  - a. Win = 3 Points
  - b. Draw = 1 Point
  - c. Loss = 0 Points
3. Finals
  - a. Teams will be ranked in the following order:
    - i. Competition points, if tied;
    - ii. For & against, if tied;
    - iii. Points scored, if tied;
    - iv. Most tries, if tied;
    - v. Most goals, if tied;
    - vi. Drop Goal Contest (see “Drop Goal Contest”).
4. The two (2) highest-ranked teams from each pool in the Mens competition will progress to the Cup quarter-finals phase. The next two (2) highest-ranked teams from each pool will progress to the Shield quarter-finals phase. All other teams from each pool will be eliminated and will not progress to finals.
5. The four (4) highest ranked teams from each pool in the Women’s competition will progress to the Cup quarter-finals phase. All other teams from each pool will be eliminated and will not progress to finals.