



NRL SA Metro 9 A Side Rugby League Rules

Subject to the modifications below, games will be played under the International Laws of Rugby League. All requirements governing the off-field conduct of matches and the behaviour of players (e.g. judiciary) is enforced under normal NRL SA rules & regulations.

1. Matches will be played on an 100 x 48 field with 5 metre in goal areas
2. Unless otherwise stated, each match will be of fifty (50) minutes duration and will be comprised of two (2) halves of twenty five (25) minutes. There will be a half time period of no longer than five (5) minutes.

Finals matches will be of the same duration. In the case that scores are even at full time of a finals game the NRL Golden Point rule will apply a ten (10) minute period of extra time will apply (the first team to any points will win the match). If there is no score the two teams will be declared Joint Premiers.

3. Teams will consist of fifteen (15) players, with no more than nine (9) players on the field at any one time. Unlimited interchange may take place during the course of the match, using the six (6) pre-named substitutes. Players being replaced must cross the touch line before the new player enters the field of play as a replacement. The player entering the field of play as a replacement must do so from an on-side position.
4. Three (3) players from each team only will form scrums.
5. Due to field size restrictions, 40/20 rule is omitted.
6. If a substitution has been effected when a kick at goal is to be taken, i.e. after a try has been scored or a penalty kick has been awarded, the substitute player is not allowed to take the kick.
7. Periods of temporary suspension (sin bin) will be for five (5) minutes duration.
8. Any period of temporary suspension expires at the end of the game.
9. The NRL National Safe Play Code will apply in all matches involving junior teams