

Nursery Grade

Classification of Groups by age	Players in the relevant age group to be under that age prior to 1st January.
Size of Field	30 x 15 metres
No. of Players on Field	Maximum 6; Minimum 4 Teams must have equal playing numbers on the field.
Game Leaders	A Game Leader is a person to be present on the field to help organise, structure and facilitate the game for their respective teams. (The GL does not have to be the coach on the field, it could be a parent, family member or junior referee).
4 Tackles	4 tackles per set. The Team in possession must complete ALL tackles in the set regardless of knock-ons, forward passes etc.
Chance Rule	A play the ball will occur on any infringement made by the team in possession, resulting in a tackle. i.e. if a player runs in to touch on tackle 3, a play the ball will occur 2 metres in field, in line of where the player went into touch. Play will commence from tackle 4. i.e. if a player knocks the ball forward on tackle 1, a play the ball will occur at the point of infringement. Play will commence from tackle 2. It is important to understand at this age, these mistakes are going to be frequent. The Chance Rule allows a free-flowing game, while not penalising players for making errors in this crucial learning stage of development.
Change of Possession	Occurs after the 4th tackle has been completed.
Periods of Play	4 x 8-minute periods.
Intervals	1 minute between periods with a 3-minute half time.
Minimum Playing Time per Player	Each player should play at least 2 unbroken quarters of 8 minutes.
Injury Time	No time off for injury
Replacement	A player may only be replaced as a result of injury or after playing one full 8 minute period.
Player Misconduct	Sin Bin is not applicable. The Game Leaders may direct that a player be replaced.
Play the Ball P.T.B. Team not in possession	No markers allowed. Team not in possession must retire 3 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball.
Passing from P.T.B.	One pass to retain possession. Dummy-half MUST pass the ball.
Scrum	No scrums
Finals	There are no finals played. Competition points are non-applicable.
Starts of Play After Points Scored	A place tap at half-way will commence each period of play. Defending team to retire 3 metres from place tap. Non-scoring team to restart play with a tap restart, 5 metres from their own try line. Defending team to retire 3 metres from all tap restarts.
Goal Line Drop-out	Is not applicable, the Chance Rule will apply, should a player be tackled in goal.
Try	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.

Goal Kicks	Does not apply
Change of Possession After	<p>After the 4th tackle, where the tackle was made.</p> <p>If a player leaves the field, over the touch-line on the 4th tackle, a changeover will occur 2m in from where the player left the field of play.</p> <p>If the chance rule is used on the 4th tackle, a changeover will occur. I.E. If a player knocks the ball forward on tackle 4, a changeover will occur</p>
Kicking In general play	Is not allowed.
Stripping of the Ball	No stripping or stealing of the ball in a tackle.