



Primary & Intermediate School Rugby League Tournaments

Canterbury Rugby League are available to visit schools and provide coaching sessions in the lead up to tournaments. Contact Dom Tola (Development Officer) to organise: dom@crfl.co.nz, 021 499 494.

Size of Field	68 x 40 metres.
Players	9 aside on the field, with up to 6 reserves.
Equipment	Mouthguard's compulsory. Closed toe footwear required, boots or shoes allowed.
Tackles	6 tackles per set. No high tackles, contact must be below armpits. No dangerous tackles including: lifting tackles, shoulder charges, slinging, tripping, flopping. Attackers may surrender in tackle, in which case defenders must not complete the tackle. Attackers cannot to viscusly palm. All contact must be below armpits.
Scrum	No scrums.
Periods of Play	2 x 8-minute halves, with a straight swap at halftime.
Injury Time	No time off for injury.
Player Misconduct	Sin Bin is not applicable. The referee may direct that a player be replaced. Verbal abuse and foul language will not be tolerated.
Play the Ball P.T.B. Team not in possession	1 marker allowed, Team not in possession must retire 5 metres from the P.T.B. Defending team cannot advance until the first receiver has caught the ball, or the dummy half begins to run.
Passing from P.T.B.	One pass (from dummy half) to retain possession. Dummy half does not need to pass the ball to score a try, however if tackled in an attempt to score and a pass has not been completed, a change-over will occur. The ball does not have to be passed in the event of a dropped ball, intercepting a pass, a penalty or restart tap.
Zero Tackle Count No count at first tackle if	A player picks up the ball dropped by an opponent. A player gains possession after the ball has been deliberately touched by an opponent.
Starts of Play Commencement of each period of play. Restarts of Play After Points Scored	Each half will start with a place kick from the centre of halfway. Ball must travel 10 metres forward. The defending side to retire 10 metres. Non-scoring team to restart play with a tap from the centre of halfway. Defending team to retire 5 metres from all tap restarts.
Goal Line Drop-out	Ball made dead by defending team. Ball must travel 10 metres forward.
Ball Going Dead	If the ball is made dead by attacking team the opposition will be given a place tap 20 metres from the try line. If the ball made dead in a team's own in-goal, a goal line drop out will occur.
Goal Kicks	No conversions.
Penalties	Will be tap with the defending team back 5 metres (cannot kick for touch).
Change of Possession Occurs After-	After the 6th tackle. Knock on or forward pass. Acting dummy half runs with the ball and is tackled before scoring. Player in possession runs into or is tackled into touch. Ball carrier is held up over opponent's goal line after the 5th tackle. 'Bombs' or attempted field goals change over where kick took place.
Kicking In general play	Allowed on any tackle count but no bombs or field goals. Ball must travel further in distance than it does in height.
Held up in Goal	Play is restarted by the player in possession. P.T.B. 10 metres out from the goal line. If a player in possession is held up on the 6th tackle, the opposition will P.T.B. 10 metres out.
Stripping the Ball	No stripping or stealing of the ball in a tackle.
All other common laws of rugby league apply. (Forward passes, knock ons, dangerous contact, dead ball rulings)	