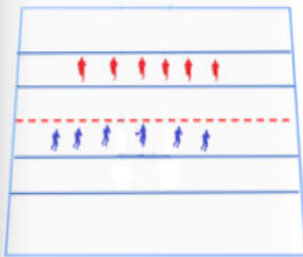




# Nursery Grade



30m x 15m  
FIELD SIZE

6  
PLAYERS ONLY ON  
THE FIELD PER  
TEAM



4 TAGS PER SET



1 PASS TO RETAIN  
POSSESSION


**CHANCE RULE**

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FORWARD PASS  
RUN INTO TOUCH  
KNOCK ON

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COUNT AS A TAG




ONE GAME LEADER  
FROM EACH TEAM  
REFERESS



5M TAP RESTART  
FOR THE NON-  
SCORING TEAM

DEFENDERS STAND  
BACK

**3M**



4X 8 MINUTE  
PERIODS



NO MARKERS



NO SCRUMS



NO KICKING IN  
GENERAL PLAY

**INTERCHANGE RULE: COACHES MUST DO THEIR BEST TO ENSURE ALL PLAYERS GET A MINIMUM OF 2/4 QUARTERS OF PLAYING TIME PER GAME**

## Nursery Grade

<b>Classification of Groups by age</b>	Players in the relevant age group to be under that age prior to 1st January.
<b>Size of Field</b>	30 x 15 metres
<b>No. of Players on Field</b>	Maximum 6; Minimum 4 Teams must have equal playing numbers on the field.
<b>Game Leaders</b>	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).
<b>4 Tags</b>	4 tags per set. The Team in possession must complete ALL tags in the set regardless of knock-ons, forward passes etc.
<b>Chance Rule</b>	A play the ball will occur on any infringement made by the team in possession, resulting in a tag. 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.
<b>Change of Possession</b>	Occurs after the 4th tag has been completed.
<b>Periods of Play</b>	4 x 8-minute periods.
<b>Intervals</b>	1 minute between periods with a 3-minute half time.
<b>Minimum Playing Time per Player</b>	Each player should play at least 2 unbroken quarters of 8 minutes.
<b>Injury Time</b>	No time off for injury
<b>Replacement</b>	A player may only be replaced as a result of injury or after playing one full 8 minute period.
<b>Player Misconduct</b>	Sin Bin is not applicable. The Game Leaders may direct that a player be replaced.
<b>Play the Ball P.T.B.</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.
<b>Passing from P.T.B.</b>	One pass to retain possession. Dummy-half MUST pass the ball.
<b>Scrum</b>	No scrums
<b>Finals</b>	There are no finals played. Competition points are non-applicable.
<b>Starts of Play</b>  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.
<b>Goal Line Drop-out</b>	Is not applicable, the Chance Rule will apply, should a player be tackled in goal.
<b>Try</b>	Tries will be awarded, however as an educational format of rugby league no official scores will be recorded.

<b>Goal Kicks</b>	Does not apply
<b>Change of Possession</b> After	<p>After the 4th tag, where the tag was made.</p> <p>If a player leaves the field, over the touch-line on the 4th tag, 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 tag, a changeover will occur. I.E. If a player knocks the ball forward on tag 4, a changeover will occur</p>
<b>Kicking</b> In general play	Is not allowed.
<b>Stripping of the Ball</b>	No stripping or stealing of the ball when attempting a tag.