



Saturday Metro League

2021 Invitational Nines Competition Date: Saturday 17th April 2021

Venue: Blackmore Oval Leichhardt

Start Time: First Game starts 10am. Ground open from 9am.

Competition/Ground Manager: Matt Olsen - 0401 036 867

- Assisted by: Bob Lennox – 0412 281 204; Graeme Fowler – 0419 746 618

On the day, follow Saturday Metro Nines live @ www.metroleaguerl.com.au

Participating clubs will include:

Avalon Bulldogs
Berowra Wallabies
Bondi United
Coogee Wombats

Macquarie University
North Sydney Brothers
Paddington Colts
Ryde Eastwood Hawks

Sydney University
TAFE NSW Polecats
UTS Leichhardt Wanderers

- Ground Entry Fee - \$5 (excluding players, coaches and officials)
- Covid protocols to be followed including QR code on entry
- Clubs advised to bring own marquee. Change room access will be limited.
- Food, Beverages and Bar available at the ground
- Entry Fee - \$150
- To be paid by EFT by 14th April. Please include your club name when making payment, and email copy graemefowler1964@gmail.com on the transaction.
 - Account Name - NSW Student Rugby
 - BSB – 062 117
 - Account Number – 1004 7970
- Winner = \$1,200

Players, Trainers and Medical

- To be covered for insurance, all participating players must be registered for your club on [MySideline](#) (no special registration required - squad of maximum 18 players). This is the responsibility of your club.
- A squad sheet (signed by all players) to be supplied by each club to the Competition Manager (see above) by 10am on game day.
- Players on Field: Maximum of 9 players
- Number of Reserves: Maximum of 9 players on the bench as reserves
- Number of Interchanges: Unlimited
- All clubs must have a Level 1 qualified trainer at the ground.
- A medical officer has been employed to attend the ground on the day.

Competition Rules

www.metroleaguerl.com.au



Subject to the modifications below, games will be played under the International Laws of Rugby League. All requirements governing the on and off-field conduct of matches and the behaviour of players is governed by NSWRL Policies & Procedures Manual.

- Length of the Game: 20 Minutes (2 x 9 minute halves, 2 minute half time).
- 5 minutes between games
- Time off: There is no time off for any reason.
- Trainers: Only one trainer can be on the field at any one time whilst the ball is in play, and only when his/her team is in possession. Injuries, and after tries, are the only times more than one trainer can take the field.
- Scrum: Consist of maximum 5 forwards (3 in the front row, 2 in the second)
- Conversions: Try conversions take the form of drop kicks. Players from the team scored against do not have to retire in their in goal area but must not interfere with any conversion attempt.
- Conversion attempts must be taken within 30 seconds of a try being scored, after which time the referee can forfeit the team's right to attempt the conversion.
- Field Goals are allowed (1 point)
- Teams can also choose to forfeit the right to take a conversion. Penalty conversions are not permitted (see "Penalty Restarts" below)
- Kick-Offs: There is a kick-off at the start of the game and at the start of the second half.
- Restarts: When a try has been scored the non-scoring team will restart the game with a tap from the centre of the half-way line.
- Penalty Restarts: No kicks for touch. When a team is awarded a penalty then play must advance 10 metres and restart play with a tap unless the penalty is awarded within 10 metres of the try line in which case the tap can be taken where awarded or taken back to the 10 metre line.
- Misconduct:
 1. Sin bin - in the event of misconduct by a player or a "professional foul", the referee can sin bin for 5 minutes. Sin bins do not carry over to subsequent games.
 2. If the referee considers the player's offence so serious as to warrant a send-off rather than a sin bin, he shall be deemed to be suspended for the remainder of the tournament (with replacement to the 18 man squad allowed from the next game). The matter may be referred to the NSWRL Judiciary with a written report from the referee.

The Draw and Competition

- To be finalised and circulated by Wednesday 14th April.
- Will be a round robin (minimum 2 games), semi-final, final format.
- Competition Points – 2 for a win, 1 for a draw, 0 for a loss
- Forfeit – winning team awarded 2 competition points and 20/0 for and against (forfeiting team awarded 0 competition points and 0/20 for and against)
- In the event that teams finish on equal points then best points for and against will determine placing.
- If for/against points are equal, then most tries will decide, if still equal then decided by a coin toss.
- If a semi-final match is drawn the highest placed (ranked) team will advance to the final.

All other situations not covered in these rules will be at the discretion of the Competition Manager.