

BUCS RUGBY LEAGUE 9S REGULATIONS

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RLN i The BUCS Rugby League 9s Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations, and the [RFL Laws of the Game](#).

RLN ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

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RLN 1 Championships BUCS will host annually a Rugby League 9s Championships for Men. The programme shall include the events listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers. All competition specific event information will be available in the event entry information and pre-event information.

RLN 2 The BUCS Rugby League 9s Championships sit within Tier 5 of the RFL competition structure. As a result, and for the avoidance of doubt, any Institution/Playing Entity participating is subject to the [RFL's Tiers 4-6 \(Community Game\) Operational Rules](#), except where these are varied by these BUCS regulations as agreed with the RFL.

RLN 3 Squad and team selection

RLN 3.1 Squad Size Each squad will consist of a maximum of 15 players, which includes the nine playing on the pitch and six replacements. The minimum size of a squad shall be eleven players. Each team shall have no more than nine players on the field at any time.

RLN 3.2 Following teams being entered on BUCS Play, players who wish to be eligible for selection for a team must apply to join, and be accepted into, the team's squad on BUCS Play by the deadline listed in the entry information.

RLN 3.3 When registering at the event (or in advance), each team will be required to complete a team sheet listing their chosen players (maximum 15, minimum eleven, as per RLN 3.1) for the Championships from those listed in the team's squad on BUCS Play. Individuals who are not in the team's squad on BUCS Play will not be eligible to compete.

RLN 3.4 Individuals are not permitted to be named on a team sheet, or play, in both the Championship and the Trophy in the same season. For the Trophy competition (which shall take place after the Rugby League Team Championships (Leagues/Knockouts) season has finished, teams will NOT be permitted to select squad members who have established normality (see REG 11.1.2.2 for a Premier (National) team that season. If an institution is found to have fielded an individual who would be deemed ineligible under this regulation, they will forfeit any BUCS points gained from the competition and if identified during the competition, the team removed.

RLN 4 Replacements and substitutes There is no limit on the number of substitutions which can be made in a match. Only players previously designated at registration time may be used as replacements. In order to make a substitution the player leaving the field of play must touch hands with his replacement. Such contact to be made on the touchline or outside the field of play.

RLN 5 Clothing and equipment All teams must wear matching playing shirts (t-shirts and polo shirts are not allowed). No player will be allowed to play if they are not wearing the team shirt. All clothing and equipment must conform to RFL regulations.

RLN 6 Clash of colours Each team must provide two kits. If there is a clash of colours the first named team will change kit. Bibs or just an alternative colour playing shirt will be acceptable and these are not required to carry playing numbers.

RLN 7 Referee's decision The referee's decision will be final and no person, player or supporter can challenge the referee or event organisers following the decision.

RLN 8 Game Format Each match will be 10 minutes and will be played straight through. There will be no half time. Each game will commence with a kick from hands travelling at least 10 meters forward and landing within the field of the play. The referee will oversee timekeeping. There will be a maximum of 20 seconds allowed for every restart of play.

RLN 9 Infringements There will be no scrums. Where a team infringes and a scrum would normally be formed, play is restarted with a handover at the point of infringement. Where the ball has gone in touch, play will be restarted at a point 20 metres in from touch opposite where the ball entered touch. All restarts from infringements will restart with a "tap", the only time play will be restarted with a play the ball will be 6th tackle handover.

RLN 10 Powerplay After scoring a try the scoring team can opt to go for a "powerplay". This is one play in an attempt to score an additional try. The "powerplay" begins with a play the ball ten metres in the field of play in line with where the try was scored. The ball can be kicked during a "powerplay". The "powerplay" is over as soon as the team loses possession or infringe. If the "powerplay" team is awarded a penalty during the "powerplay" then play will be restarted with a "tap" and the "powerplay" will continue. The referee will signal the "powerplay" by circling their right hand over his head. Play will stop, both sides get set and then the referee blows the whistle to start the "powerplay". If a team is successful in its "powerplay" then play will be restarted by the non-scoring team with a "tap" on the halfway line. Alternatively, teams can opt to convert the try by way of a drop goal. Regardless of whether the drop goal conversion attempt is successful play will always be restarted by the non-scoring team with a "tap" on halfway line.

RLN 11 Scoring A try is worth 4 points, a try scored from a powerplay is worth 3 points, a conversion (conversions can only be taken by a drop kick) is worth 2 points and a drop goal is worth 1 point. (Note: a penalty kick at goal cannot be taken).

RLN 12 Penalties When a team is awarded a penalty then play must proceed where the infringement took and no kick for touch or goal is permitted.

RLN 13 Discipline

RLN 13.1 Red and yellow cards In the event of misconduct by a player the referee shall, at his discretion, caution, temporarily suspend [sin bin] for 2 minutes or dismiss the offender. When a player has been dismissed (red card) the player may not play for the remainder of the competition period.

RLN 13.2 Each team is responsible for the behaviour of its players, athletes support personnel, and spectators and should appoint a Competition Day Manager whose responsibility lies in the control and monitoring of the behaviour of these individuals to support the smooth running of the day.

RLN 14 Field of play Only players, match officials, and medically trained persons (in order to tend to an injured player) may enter the playing area. During the interval coaches and water-carriers may enter the

playing area. Coaches and water-carriers must leave the playing area before the resumption of play and must not delay the punctual resumption of play.

RLN 15 Group matches

RLN 15.1 League points

RLN 15.1.1 Three points will be awarded for a win, one point for a draw and no points for a loss.

RLN 15.1.2 Where a walkover has been awarded/conceded, three points shall be given to the non-offending team and three points deducted from the offending team.

RLN 15.1.3 No points will be awarded to either team in the case of a void fixture.

RLN 15.2 If a team cannot fulfil their first fixture, and any subsequent fixtures, then the opposition for any such match will be awarded a walkover win. If the penalised team progresses to the knockout stages, any BUCS Points they would have been eligible to have received will be halved. A fine of £100 per fixture missed will be charged.

RLN 15.3 If a team cannot fulfil a group fixture and/or wilfully refuses to play, after the first fixture has been played, or wilfully abandons a match in progress, without the prior consent of the referee, then subject to confirmation by the event appeal panel, the team will be expelled from the competition. The opposition for that match will be awarded a walkover win.

RLN 15.4 If a team has been expelled from the competition for whatever reason the team shall be deemed to have been awarded no group competition points and to have scored no tries or points in the group matches. Dependent on the situation, BUCS may take further disciplinary action.

RLN 15.5 Where a group match has been abandoned with the decision being made by the referee and/or event team, either at half-time or at any time in the second half, the result and any points and tries scored by each team in the match shall stand.

RLN 15.6 Where a group match has been abandoned with the decision being made by the referee and/or event team, during the first half, the result shall be declared a draw. In this instance where a match has been declared a draw each team will be awarded one league point and any points and tries scored will count towards the total points and tries scored by each team in all their group matches.

RLN 15.6 Calculating final group positions REG 8.3.7 shall be applied.

RLN 15.7 When there is the requirement to establish the next best team or best performing team across multiple groups, REG 8.4.3.1 shall be applied with the performance indicators to be used being points difference, points for, tries difference, tries for, and then a coin toss.

RLN 16 Knockout matches

RLN 16.1 During the knockout stages, in the event of a match being drawn at the end of normal time, the "Golden Point" ruling will come into play, and so the first team to score points of any kind will be declared the winners. Teams are to toss a coin at the start of the "Golden Point" extra time period to determine who kicks-off and who receives.

RLN 16.2 Apart from the wilful abandonment of a match and subsequent expulsion in the event of a match having to be stopped after its commencement under the provisions of the Laws of

the Game, then, subject to confirmation by the event appeal panel, the following procedure shall apply:

RLN 16.2.1 Where a match has been abandoned at any time the result shall stand. If both teams are tied, then the event appeal panel which shall decide the most appropriate method for determining the winner of the tied knockout match.

RLN 17 Disputes at events In line with REG 7.7, should a dispute occur at an event, the event appeal panel for Rugby League 9s shall comprise of the Tournament Director and at least one BUCS staff member.