



NSWRL NEW FORMATS GUIDELINES

M8s

Program Summary

- » Key message MATES V MATES, BRING A FRIEND (age based recreational program)
- » NO COACHES or TRAINERS – TEAM MANAGERS ONLY
- » Maximum 10 players and minimum 8 players per team
- » 8 players on the field (maximum participation encouraged)
- » Play across the field (2 fields per oval)
- » 2 x 12 minute periods (1 minute break – 30 minute slots) minimum 2 games per night

M8s Rules

All matches are played as per the Rugby League Laws of the Game (International), National Safe Play Code and the NRL Code of Conduct, with the following exceptions:

1. Matches will be played on a maximum field size of 40m wide and no longer than 68m (i.e across the width or an international size field)
2. Teams will be able to register a minimum of 8 players and a maximum of 10 players
3. The number of players on a field will be regulation 8 v 8. If teams present to fixtures with +2 or -2 players, number of players on the field will be matched by both teams to a minimum of 6 v 6 and a maximum of 8 v 8
4. All restarts of play following a try (i.e. kick offs) are replaced with tap offs, the team conceding the try taps off 20 metres from the try line (centre field)
5. BOMB OFF – to start the game (start of both first and second half) the team receiving the ball will be spread out on the opposite side of the half way mark (minimum 5 metres from the halfway mark), the team kicking off will be stationary on the halfway mark and bomb the ball into the air (it must pass 5m from the halfway mark). The team kicking off and stationary cannot chase the bomb (kick). The team receiving must catch the ball on the full to start the game (the ball must go 15m from the ground into the air – must be a bomb kick). The team will then play on once they catch the ball and the team defending can then move forward. If the team drops the ball they must kick the ball back (same process as above). This is repeated until a team catches the ball on the full. If the ball goes out on the full or not high enough the opposition will then tap off to start the game. Players cannot contest the ball and



cannot pass the half way line until the ball is caught on the full (penalty tap off may apply).

6. Maximum of five (5) tackle before a changeover can be awarded (no 6 tackles)
7. No kicks for goal
8. No kicks for touch – penalties will be a tap at the position awarded (restart of the 5 tackles)
9. Game duration – 2 x 12 minutes – centrally timed at venue
10. 1 minute half time break – turn around after 1 minute
11. DEFENDER RETREAT RULE – the first defender to make contact with the attacking player with the ball (first two tackles ONLY) must retreat directly back to a marker in their in goal area (running past their defensive line). The player must first complete the tackle and then head back to the marker. The player retreating back cannot be involved defensively or get in the way of the attacking team. This player will be inactive in the game (penalty may apply if breached). Once the player reaches the marker the player is then again active and can participate in the game and re-join the defensive line.
12. No scrums – turnover and play the ball to replace scrums
13. One marker ONLY
14. Kicks in general play will be allowed but kicks cannot go in the air (along the ground only)
15. If a ball cross the try line from a kick, the ball will be deemed ‘dead in goal’ and a 10m tap to the non-offending team will be awarded
16. All matches will be played under the 5 metre defensive line rule
17. All other situations not covered in these rules will be at the discretion of the Program Co-ordinator