

## Rugby League played with 10 Players.

### Below is a basic outline of the differences.

- Ten players per side - 5 metre defence line – played over 3 x 30min periods - 5 player interchange bench - 2 changes allowed per 30 min period;
- Kick-offs - only at the start of a period
- Following tries **SCORED FROM GENERAL PLAY**, a team may kick for goal (worth 2 points – actual try-scorer to attempt the kick)  
**OR** attempt a Conversion Try (**CT**) worth 3 points, similar to American Football. The (**CT**) option provides 3 “fresh” tackles starting at the 20m line, (no kicking during the allowed 3-tackles);
- Following tries, the team **scored against** receives the ball and re-starts with a tap from the middle of their 20m;
- 50/20s – not 40-: Successful 50/20s receive a 3 -Tackle Bonus (**3TB**) which begins with a tap restart from the middle of the defending side's 20m line - Tries scored during 3 Tackle Bonus worth 5 points;
- Drop ball rule – TURN-OVER (like touch);
- Scrums - only come into play if there have been two knock-ons, 2 dropped ball. Otherwise possession exchange is done via handover. 5 men will form the Scrum with the ref to feed;
- Repeat Set (**RS**): if a team completes **ALL 6 TACKLES of the 1<sup>st</sup> set in their DEFENSIVE HALF OF THE FIELD** without dropping the ball they receive one (1) “bonus” set of six tackles.
- Dummy-half runners caught with the ball are penalised NON-SIN-BIN (like touch football);
- Penalties – **No Shot for goal & NO QUICK TAP** - can only kick for touch to gain field territory;
- Sin Bin (**SB**) – **ALL Penalties** that's correct - **ALL Penalties** will attract a (**SB**) and once an individual player has been sent twice to the (**SB**) he will be dismissed from the game;
- No kicking into the in-goal. If a kick rolls in-goal it's a tap re-start on the defending side's 20m;
- No kicking during Three Tackle Bonus and Conversion Try;
- Play the ball (**PTB**) – Place ball on the ground immediately in front of the mark (STEP OVER WITH BOTH FEET TO CLEAR), the ball is not to roll, as in (touch);
- **NO Markers** are required at the (**PTB**);
- Held up in goal – ball goes to the defending team restart on the 20m line with six tackles.

Attached is a 30 minute Power Point presentation comprehensively covering the format in detail.

Best regards,

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