



The Valley Eights Day of Difference

Saturday, 7th March 2009

Harbord Park

Valley United Junior Rugby League Football Club Inc
Executive Director (Valley Eights), PO Box 311 Harbord NSW 2096

Rules

1. **General**
 - The Tournament will commence at 9.00am
 - A representative from each of the opposing teams involved in a game is required to officiate at the (halfway) table to record score and time.
 - All players must sign on before taking the field of play.
 - All players' clubs must show evidence in writing that they are registered & insured with a club and have approval to play.
 - Code of conduct forms must be signed by all players and officials.
2. **Teams**
 - Sixteen teams will compete in the Valley Eights Day of Difference in 2009.
3. **Players Registration**
 - Teams will be required to register up to fourteen (14) players to take part in the Tournament.
 - All players must be registered 1 hour before their first game.
 - All teams are required to sign on twelve (12) players for every game.
 - No more than twelve (12) players can take part per game.
 - The registration sheet will be placed at the (half way) table for the duration of the game played and then be taken by the tournament supervisor for scoring / recording purposes.
4. **Duration**
 - All games (Pool, Quarter, Semi and Grand Finals) will be played in eight (8) minute halves with a one (1) minute break for Half Time.
 - Time off for injuries / Delay etc. shall be allowed in all games at the Referee's discretion.
5. **Extra Time**
 - If the scores are level at full-time in any game, extra time will be played.
 - The referee will toss a coin with the team last in possession calling the toss.
 - Teams will change ends and play will be re-started by a place kick (Tap) at the centre of the halfway line.
 - The winner of the coin toss will start the extra time period in possession via the place kick.
6. **Tournament Scoring**
 - The International Laws of the Game will apply for scoring during the games
 - In the Pool games, two points will be awarded for a win and zero points for a loss.

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Rules continued.....

7. Pool Games

- Teams will be placed into four pools of four teams
- Each team will play against the other teams in their respective pools.
- Every team will play a total of three (3) pool games.

8. Knockout Rounds

- The teams that finish 1st and 2nd in each of the original pools will go forward into the Quarterfinals (knockout format) of the Competition.
- At the end of the Pool games, if two or more teams in any Pool have the same number of points awarded to them, **the higher position in the Pool will be determined as follows:**
 - a) The team that has the highest difference of points 'for' minus the points 'against' in the Pool.
 - b) The team that has scored the most tries in regulation game time during the Pool games (ie the time taken to complete a game to a result)
 - c) If after (a) and (b) the teams are still tied, then the team that has scored the most converted tries in regulation game time during the Pool games will be declared to have higher position.
 - d) If the teams are still tied on the basis of (a), (b) and (c), the winners shall be determined by the toss of a coin.

9. Modified Rules

- The International Laws of the Game will apply with the following exceptions:
 - a) Scrums will be formed by three players only.
 - b) All kicks for goal shall be taken by way of a drop kick.
 - c) No penalty kicks at goal are allowed.
 - d) The re-start of play from the halfway line after points have been scored will be by a place kick (Tap) by the Non- Scoring team, but there will be no requirement for the ball to travel ten metres forward from that kick.
 - e) After a try has been scored, both teams and the Referee will take up normal positions for the re-start of play. One Touch Judge will remain behind the goal posts to adjudicate on the kick for goal and play will be re-started immediately the Touch Judge has given his decision, which shall be final, and the kicker has returned to an onside position, which he must do without delay.
 - f) If a substitution is effected after a try has been scored but before the goal kick, the substitute player is not allowed to take the kick.
 - g) Periods of temporary suspension (Sin Bin) will be for five minutes.
 - h) Any period of temporary suspension expires at the end of the game.

10. Interchange

- Four (4) replacements from among the registered players shall be allowed during the course of any match.
- A player who has been replaced may, later in the game, act as a replacement.
- Only twelve (12) players may participate per team, per game; eight (8) players on the field and the four (4) man bench.
- The players 13 & 14 must not sit on the bench. These players must remove playing uniform and be placed behind the roped area
- The extra two registered players from each squad of fourteen (14) who do not play in any game are eligible for any future games.

11. Judiciary & Disputes

- Any player sent from the field of play will be suspended for the remainder of the tournament and then appear before the Manly Warringah JL judiciary at a suitable time FOR BOTH PARTIES.
- Any disputes regarding the playing conditions of this competition or events not covered in these playing conditions, will be referred to the organising committee for decision. This decision will be final and no correspondence will be entered into.