Liverpool Zone By-Laws for Rugby League

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

1 DRESS:

1.1 Both football boots and joggers are acceptable.

2 SUPERVISION:

3 EQUIPMENT:

3.1 At least 14 witches hats or cones
   Mod League ball
   First Aid kit

4 VENUES:

4.1 Childs Park – behind Chipping Norton PS
   Hillier Oval – next to Whitlam Centre, off Hume Highway
   Woodward Park – next to Hillier Oval, cnr Hoxt Pk rd and Hume.
   Hammondville Oval – southernmost end of the Moorebank sports complex, on Heathcote road
   Jardine Park – Reserve Road Casula, off Old Kurrajong Rd.

5 SAFETY:

5.1 Although Liverpool PSSA strongly suggests the use of shoulder pads and head gear it is the responsibility of each school. The Principal is to make decisions about these protective items.
5.2 Mouthguards are compulsory for all players.

6 TEAMS:

6.1 The competition will be divided into 2 divisions – Juniors and Seniors
6.2 Players in the Juniors are in grades 3 and 4 this year. Seniors are in the grades 5 and 6. No playing up or down is allowed at any time.
6.3 Both divisions will play the Mod League as outlined in the ARL rule book for 10 years and 11 years competitions respectfully.
6.4 For a player to be eligible to play in the semi finals and grand final, the player must have played in at least one game during the season. Players who have played a different PSSA sport during the current season are not eligible to play in the Rugby League Competition for the semi finals or the grand final.
6.5 Mod rules apply – 11 a side, modified field. See the mod league rules for further detail.
6.6 Girls are welcome and encouraged to play in any number and ratio.

7 DURATION OF MATCHES:

7.1 Juniors will be 15 minutes each half.
Seniors will be 20 minutes each half.
7.2 Junior starting time 12.45pm
Senior starting time 1.25pm
Note there is no time off for injury.

8 UMPIRING CONDITIONS:

8.1 Each teacher will referee half of each game. If mutually agreed one
teacher may referee the entire game.

9 RULES: adjusted for Liverpool Zone.

9.1 Maximum number of players per team on the field at once is eleven
(11). Every player has a minimum of one half.
9.2 6 tackles (below armpits)
9.3 If the team restarting play with a kick-off kicks into touch (sideline), the
team receiving the ball restarts play with a ‘play the ball’ 10 metres in
from where the ball went into touch. No advantage to the kicking team.
9.4 From the kick off, if the team receiving the ball does not pass the ball,
the first tackle made is a ‘zero tackle’. If the player passes to a team
member then that pass forfeits the ‘zero tackle’ and the first tackle is
counted as tackle 1.
9.5 If a team is tackled within 10 metres from their try line they are only
required to pass the ball once.
9.6 No bombs. A ‘bomb’ is best defined as a kick that is intended to allow
time for the attacking team to converge on the area where the ball is
intended to land. If this occurs the referee is to restart play with a ‘play
the ball’ to the defending team from where the ball was kicked.
9.7 Kicking tees or sand can be used to convert tries; players can also
choose to convert using a dropkick.
9.8 Mod League footballs are to be used.
9.9 In the event of teams having equal points on the competition table at
the conclusion of the competition rounds, places will be determined by
‘for and against’.
9.10 Scoring:
Try = 4 points
Conversion = 2 points
9.11 Both coaches are to email results to the Convenor no later than the first
Monday following the game.