

Section 16. Duties of Referee and Touch Judges (continued)

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| Changing decision | 9. The Referee judges on matters of fact and shall not subsequently alter those judgments. He may cancel any decision made if prior foul play of which he had no knowledge is reported to him by a Touch Judge. |
| Accept Touch Judge decision | 10. The Referee shall accept the decision of an official Touch Judge relating to touch and touch in-goal play and to kicks at goal. |
| Touch Judge | 11. Each Touch Judge shall remain in touch, one on each side of, and near to, the playing field except:–
(a) when judging kicks at goal (see Section 6) and
(b) when reporting a player’s misconduct which has escaped the notice of the Referee. |
| Flag | 12. Each Touch Judge must carry an approved flag. |
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NOTES

Infringement by attacking team

If a team infringes when in a strong attacking position territorial or tactical, the Referee should stop play promptly, unless the ball is immediately possessed by the defending team because a loose ball cannot be considered to be of advantage to a team in a weak, defensive position.

Applying the advantage law does not deprive the Referee of his power to deal subsequently with any offending player.

Awarding a Try

9. The circumstances referred to in this Law will not arise when a try is scored as the Referee shall look at both Touch Judges before awarding a try.

Touch Judge under control of Referee

10. A Touch Judge is at all times under the control of the Referee and may be dismissed and replaced if, in the opinion of the Referee, he can no longer be considered to be neutral. In this case, any decision made by a Touch Judge leading to his dismissal may be disregarded. Any misconduct by a Touch Judge should be reported by the Referee to the appropriate authority.

Report misconduct quickly

11. (b) If a Touch Judge wishes to report a player’s misconduct he should advise the Referee as quickly as possible in order to avoid any unnecessary continuation of play. Any subsequent penalty is awarded where the offence occurred and not where play is subsequently stopped.

No undue interference

A Touch Judge must not unduly interfere with the Referee’s control of the game by reporting incidents which have obviously been seen by the Referee.

Section 16. Duties of Referee and Touch Judges (continued)

Indicating Touch	13. A Touch Judge shall indicate when and where the ball goes into touch by raising his flag and standing opposite the point of entry into touch except in the case of 'ball back' (see Section 9 para. 4) when the Touch Judge must indicate that no ground has been gained by waving his flag above his head accentuating the movement in the direction of the kicker's goal-line.
Indicating Touch in-Goal	14. If the ball enters touch in-goal the Touch Judge shall wave the flag across the body and below the waist. With the other hand he/she points to either the goal line or twenty metre line depending on where play should be re-started. Do not point to the player who made the ball dead.
Judge kicks at goal	15. Touch Judges shall assist the Referee in judging kicks at goal. (See Section 6 para.10).
Indicating 10 metres	16. When a free kick is being taken, both Touch Judges shall take up a position near the touch line ten metres beyond the mark to act as markers for the team which is required to retire. (See Section 13 note to laws 3 and 4 "Retiring ten metres".)
Official Inquiry	17. In cases where circumstances in connection with the match are likely to be made the subject of official investigation, the Referee and Touch Judges shall report to the investigating authority only and shall refrain from expressing criticism or comment through other channels.
Touch Judge Responsibility	18. It is a duty of the Touch Judges to replace a corner post which is displaced during a game, or ensure that it is replaced appropriately without causing delay to a game.

NOTES

<i>Ball swerving back into Playing Field</i>	13. A Touch Judge should not raise his flag immediately the ball in flight crosses the touch line if there is a possibility of it swerving or being blown back into the playing field because play is not stopped if the ball does drop back into the playing field.
<i>Controversial decisions</i>	15. If any decision by a Referee is likely to be controversial, the Referee may explain his reasons for making the decisions if by so doing unnecessary misunderstanding or controversy can be avoided.

SECTION 17

REFEREE'S SIGNALS

Signal nature of offence	1. When the Referee is required to give a decision he shall whenever possible indicate the nature of his decision by making the appropriate signal.
Indicate how play re-starts	2. When he wishes to stop the game temporarily, he shall, after blowing his whistle, indicate the nature of the decision, point to the offending player and then signal as to how the game is to be re-started.
Example	<p>For example if the scrum half puts the ball into his own side of the scrum the referee:</p> <ol style="list-style-type: none">(1) blows his whistle and indicates the scrum half has put the ball in wrongly.(2) points to the offending scrum half and then(3) signals that a penalty has been given. <p>The Referee can, with advantage, repeat the signal indicating the nature of the offence in order to reduce the need for verbal explanations to the players. This applies particularly to scrum offences where some of the forwards may miss the first signal if they still have their heads down in the scrum.</p>
Signals for Re-starting Play	<p>3. The signals to be given by a Referee are set out below.</p> <p>Scrum. With bent arms, palms of hands facing each other at shoulder level, fingers together and slightly bent, bring the tops of the fingers together with a slight downward movement and then point to the team awarded the loose head and put-in.</p> <p>Penalty Kick. Face the non-offending team and extend an arm forward with the hand slightly higher than the shoulder level and the palm of the hand at right angles to the ground.</p> <p>Differential Penalty. Extend the arm as for an ordinary penalty then move the arm to the upright position. Perform this action twice with the whole movement being continuous and decisive.</p> <p>Drop-out. Point to the place from which the drop kick is to be taken.</p>
Relating to Scoring	<p>Try. Point to where try is awarded. Instruct the Touch Judge to stand on this point temporarily as a guide to the player who is to take the goal kick.</p> <p>Penalty Try. Point to midway between the posts and take up position temporarily on this point as a guide to the kicker.</p> <p>Eight Point Try. This term is used to indicate that a penalty kick has been awarded for foul play against a try scorer. Instruct a Touch Judge to take up position in front of the posts ten metres from the goal line before retiring behind the goal posts to judge on the conversion attempt.</p> <p>Goal. Raise hand above head.</p>

Section 17. Referee's Signals (continued)

Signals made when play is not necessarily stopped	<p>Try disallowed. Wave hands, palms facing downwards across and in front of the body below the waist. Play on. Wave the hands chest high palms facing away from the chest across and in front of the body.</p> <p>Ball touched in flight. Raise one hand above the head and tap the tips of the fingers with the fingers of the other hand.</p> <p>Count of Tackles is cancelled. Raise clenched fist above head and wave from side to side.</p> <p>Player "held" and to play-the-ball. Indicate that players not concerned with the play-the-ball must retire by making a signal chest-high, similar to the breast stroke in swimming.</p>
Signals indicating infringements	<ol style="list-style-type: none">1. Knock-on. With hands in front of the body, below the waist, slightly apart, palms facing forward and fingers pointing towards the ground, make two or three forward movements of the hands.2. Forward Pass. Make a forward movement with the straight arm indicating the line of flight of the ball.
Scrum	<ol style="list-style-type: none">3. Scrum half feeds "own feet". With hands and arms mime the action of the scrum half putting the ball into the scrum, but exaggerate the angle at which it was thrown.4. Scrum half "dummies". Mime the action of the scrum half but emphasise the backward motion of the hands.5. Scrum half fails to retire. Make a movement with the hand indicating the direction the scrum half should have taken.6. Scrum half throws the ball upwards into the scrum. Mime the action of the scrum half exaggerating the upward movement of the hands.7. Hooker strikes prematurely. Raise a foot from the ground in front of the body with the leg straight.8. Hooker packs with a Loose Arm. Raise one arm sideways with elbow bent so that the hand hangs downwards.9. Prop strikes for the ball. Raise a foot from the ground by extending the leg sideways from the body.10. Handling in the scrum. Make a backward scooping action with the hand.11. Collapsing the scrum. Make a lifting motion with the hand.12. More than seven backs. Point to one of the players who is detached from the scrum and who normally is in the pack and then hold up seven fingers.13. More than six players pushing in the scrum. Point to the player who is pushing and who is not normally in the scrum and then hold up six fingers.

Section 17. Referee's Signals (continued)

Play-the-ball

14. Tackled player delays regaining his feet. Flick the hand in an upward direction.
15. Tackled player 'dummies' when dropping the ball. Mime the action of the offending player exaggerating the upward direction.
16. Tackled player fails to drop the ball correctly. If the ball has been dropped between the legs indicate the path of the ball. If the ball has been dropped to the side, point with one hand to the side.
17. Tackled player does not lift the ball clear of ground. Make a lifting movement with the hand.
18. Tackled player does not face opponents' in-goal. Stand at the angle offending player adopted and then turn to face the opponents' in-goal.
19. Tackled player fails to play-the-ball backwards or passes when he should have played the ball. Mime the gesture of playing the ball.
20. Tackled player obstructs or butts with his head after playing the ball. Mime his action.
21. Voluntary tackle. Make a lifting movement with hand.
22. The player marking the tackled player kicks or heels the ball. Make a kicking movement with the foot.
23. Player marking retains his hold on player playing the ball. Make a decisive backward movement with one hand. This signal applies to any interference by the player marking when the ball is actually being played other than kicking prematurely or dangerously (paragraph 22 above).
24. Tackler delays releasing tackled player. Make a downward movement with the hands in front of the body below the waist.
25. Offside at play-the-ball. With a backward movement of the hand indicate that the player should be further back.
26. Stealing of the ball from the tackled player. Mime the action of snatching the ball from the opponent.
27. Dragging tackled player after tackle is effective. Mime the action of dragging.
28. Team is tackled five successive times. Raise arm vertically above head with fingers and thumb outstretched.
29. Team is tackled six successive times. Blow the whistle, raise the arm vertically above the head, then point to the side which is to gain possession and mime the gesture of playing the ball. The surrendering of the ball is referred to as the 'handover'.
30. Count of tackle is cancelled and starts again. Wave clenched fist from side to side above head.

Section 17. Referee's Signals (continued)

**Drop-out
or Penalty**

**31. Kicker fails to bring foot into contact with the ball.
Tap the foot with one hand.**

**Other
Infringements**

**32. Offside. Indicate player should have been further back.
(See No. 25).**

**33. Player in possession touches official. Point to the
player in possession and tap the chest with one
hand.**

34. Obstruction. Mime the offending player's action.

35. Tripping. Extend one foot forward as if to trip.

**36. Stiff arm tackle. Raise an arm in front of the body
with fist clenched and as the arm is moved forward
tap the forearm with the other hand.**

37. Disputing decisions. Place one hand on the mouth.

38. Ball in Touch. Point to appropriate Touch Judge.

39. Extra time. Raise both arms vertically above head.

**40. Ending Extra Time for Stoppage. Wave one arm over
head.**

**41. Temporary Suspension of a Player. Raise both arms
with fingers outstretched for ten minutes
suspension.**

**42. Player directed to leave the field to receive attention
for bleeding. Draw the hand across the chest from
side to side.**

**Touch Judge
signals**

**43. The Touch Judge cannot stop the play for any
infringement but he may signal the nature of an
infringement if the Referee is unsighted and seeks
his guidance.**

**Signals which may be used by a Touch Judge and
which are not included in Para. 3 above are:–**

**Touch. Flag is raised about the head at the point of
entry into touch..**

**Ball Back. Flag waved above head accentuating
backward movement.**

**Touch in-Goal. Flag waved across the body, below
the waist, and, with the other hand, point to either the
goal line or 20 metre line depending on where play
should be re-started. Do not point to the player who
made the ball dead.**

Successful Kick at Goal. Raise flag above head.

**Unsuccessful Kick at Goal. Wave flag across and in
front of the body below the waist. If the ball goes
over the dead ball line, tap the ground with the end of
the flag stick.**

**Dead Ball Line. Wave flag up and down between
shoulder and knee and then point to appropriate re-start
position.**

SECTION 18

GROUND MARKINGS & DIMENSION GUIDELINES

- Introduction** These guidelines set out the official markings and dimensions of the playing surface for NRL Competition matches.
- Dimensions** Each NRL Competition venue playing surface will have the following dimensions:
Field Width: 68m
Length: Goal line to goal line - 100m
 In-goal areas - to measure 68m X 8m.
Goal posts: Height : 16m
 Width: 5.5 m
- Markings** Each NRL Competition venue playing surface will have the following markings:
- (a) Line Markings:
Unbroken lines (15cm in width and white in colour) for the following lines:
* 10m
* 20m
* 30m
* 40m
* halfway line
* try line
* dead ball line
* touch line
- (b) Distance markings:
Distance markers will be placed at the following lines and will be white in colour with a red outline and 2.0 metres in height:
* 10m
* 20m
* 30m
* 40m
* 50m
- (c) Media Line:
Each venue will have a media restraining line marked out on either side of the field, 1.5m from touch line. This line is to be 10cm in width and red in colour.

(d) 10m and 20m scrum lines:

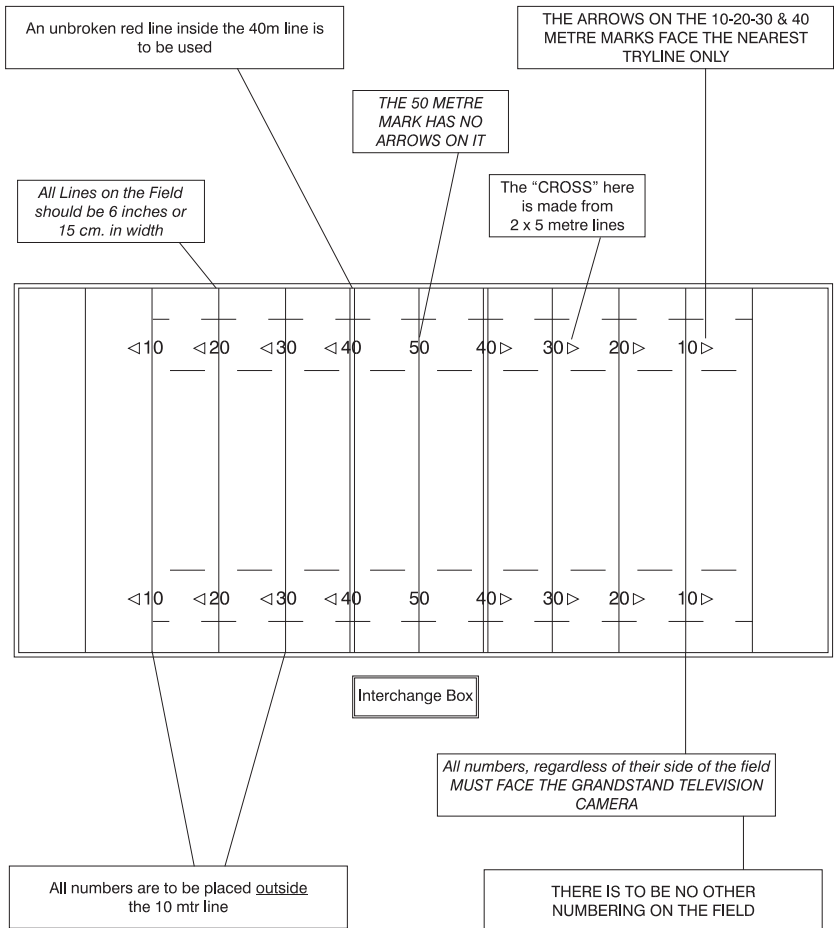
Scrum lines will be marked both 10m and 20m from touch line. These are to be 10cm in width and white in colour.

(e) On-field signage:

Will be advised.

Diagram

The attached diagram illustrates the lines and markings referred to above.



NOTES ON LAWS 2013

1. INTERCHANGE (FOUL PLAY)

A “free” interchange is permitted if a player is fouled and injured by a player who is dismissed from the field, sin binned or placed on report. It applies only when the injured player is immediately replaced. Should the injured player later return to the field, the interchange is then counted as one of the twelve (12) permissible interchanges.

SECTION 19

INDEX TO THE LAWS OF RUGBY LEAGUE

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SafePlay CODE FOR JUNIOR RUGBY LEAGUE 2013

INTRODUCTION

The Safeplay Code was developed to emphasise safety and good conduct within the game of Rugby League by creating the best possible on-field environment and actively controlling undesirable actions. It applies to all players up to and including the Under 15 years age group.

1. TACKLE ZONE

The Code: TACKLES ABOVE THE ARMPITS ARE NOT PERMITTED

Application: (a) It is an infringement if, whilst attempting to effect a tackle on a ball-carrier running with an upright posture, a defender makes contact above the armpits intentionally, recklessly or carelessly.
(b) It is an infringement for a defender/tackler to set upon the head or neck region of a ball-carrier.
(c) A defender, in front of a ball-carrier who is diving or running with a "stooped" posture, is permitted to come in contact with the ball-carrier's shoulder provided the defender's arm(s) extends down the shoulder and trunk, i.e. underneath the ball-carrier.

Reference: Law Book: - Section 15, Law 1 (b), Page 38

2. DANGEROUS TACKLES

The Code: (2.1) THE TACKLER'S LEGS CANNOT BE USED TO TRIP IN A THROW.

Application: The use of the legs in a tackle is not permissible. Using the legs (even if the defender has a hand/hands on the ball-carrier) to trip or throw constitutes an infringement.

Reference: Law Book - Section 15, to Law 1 (a) and (d), Page 38

The Code: (2.2) ADOPTING A CROTCH HOLD IS MISCONDUCT

Application: Adopting a crotch hold i.e. by placing either a hand or arm in the crotch region is an infringement.

Reference: Law Book - Section 15, Law 1 (i), Page 38

The Code: 2.3) NO VERTICAL LIFT IN A TACKLE IS PERMITTED

Application: Vertical lifting in a tackle is an infringement.

No defender(s), during the course of a tackle, are permitted to vertically lift the ball - carrier. If the possibility of a vertical lift occurs, i.e. one or both feet of the ball-carrier have been lifted off the ground, the referee must immediately blow the whistle to prevent the tackle from continuing. (This is not to be confused with a tackle that, in the same motion, "knocks" a player off his feet).

Reference: Law Book - Section 15, Law 1 (d) and Notes to Law 1(d) Page 38

The Code: (2.4) A BALL-CARRIER CANNOT BE LIFTED AND DRIVEN

Application: A tackle that results in the ball-carrier being lifted and remaining off the ground while the tackler takes two (2) or more steps to drive the player (in any direction and while the ball - carrier's feet are off the ground) is an infringement.

Reference: Law Book - Section 15, Law 1 (d), Notes 1 (d), Page 38

The Code: (2.5) THE ADDITIONAL FOLLOWING ACTION(S) BY A TACKLER WILL ALSO INCUR AN IMMEDIATE PENALTY

Application: It is an infringement if, during the course of a tackle, a defender or defenders intentionally lift the foot of the ball carrier.

Reference: Law Book - Section 15, Law 1 (d) and Notes 1 (d), Page 38.

The Code: (2.6) A DEFENDER CANNOT "PUSH" THE BALL-CARRIER TO EFFECT/COMPLETE A TACKLE

Application: A defender who pushes the ball-carrier to effect / complete a tackle is guilty of an infringement.

Reference: Law Book - Section 15, Law 1 (j), Page 38.

3. SHOULDER CHARGE

The Code: A DEFENDER CANNOT "SHOULDER CHARGE" A BALL-CARRIER TO AFFECT A TACKLE.

Application: A defender who runs at a ball-carrier and, without attempting to tackle, grab or hold the ball-carrier, charges to make contact with the shoulder or with the upper arm (tucked into the side) is guilty of an infringement.

Reference: Law Book - Section 11, Notes 3, Page 23

4. VICIOUS PALM

The Code: THE BALL-CARRIER CANNOT "THRUST" OUT AN ARM TO CONTACT THE DEFENDER ABOVE THE SHOULDER

Application: It is an infringement for the ball-carrier to violently punch, thrust out an arm or use an outstretched stiff arm so as to make contact with the hand or fist to the defending player's head, neck or face. (This section does not state that a player cannot legitimately 'palm' the head, neck or face).

Reference: Law Book - Section 15, Law 1 (a), Page 38

5. SLINGING

The Code: THE USE OF THE BALL-CARRIER'S ARM, OR JERSEY TO SLING OR SWING A PLAYER IS PROHIBITED

Application: A defender who uses the arm or jersey of the ball-carrier to sling or swing the player in a tackle commits an infringement.

Reference: Law Book - Section 11, Notes 1 (a). Page 23

6. SANDBAGGING (FLOPPING)

The Code: A DEFENDER CANNOT DROP OR FALL ON A PRONE PLAYER.

Application: It is an infringement for a defender to drop, dive or fall on a player in possession of the ball who is prone or stationary on the ground and not attempting to play-on. (A simple hand-on completes the tackle).

Reference: Law Book - Section 15, Law 1 (e) and (i), Page 38

7. SURRENDER (IN THE TACKLE)

The Code:	THE BALL-CARRIER MAY SURRENDER IN THE TACKLE. WHEN SMALL AND/OR INEXPERIENCED PLAYERS ARE INVOLVED IN A “SURRENDER”, DEFENDERS MUST NOT COMPLETE THE TACKLE
Application:	This rule is designed to protect beginners and small players by minimising risk and eliminating excessively robust play. The referee, NOT the player, calls ‘held’. Players who are at an obvious disadvantage because of low levels of experience, are of small stature or show a lack of skill are to be protected when in possession of the ball and being tackled. A halt to play is to be called (BY THE REFEREE) when these players submit to the tackle or are held, subdued or their progress is halted by bigger or more experienced players. Failure by a tackler to respond to the referee’s call is an infringement.
Reference:	Law Book - Section 11, Law 2 (c), Page 23, Note 2 (c), Page 24

8. VERBAL ABUSE / FOUL LANGUAGE

The Code:	IT IS AN INFRINGEMENT TO USE THREATENING OR OFFENSIVE LANGUAGE.
Application:	Verbal abuse, obscene language and sledging, including comments or words that threaten or denigrate an opponent, referee or supporter is an infringement.
Reference:	Law Book - Section 15, Law 1 (f), Page 38

9. SCRUMS

The Code:	PUSHING OR PULLING IN, OR ROTATING A SCRUM IS NOT PERMITTED.
Application:	All scrums are to be de-powered. Scrums will form as per the following instruction: FORM, ENGAGE & HOLD. A team that deliberately pushes or pulls in, or rotates a scrum is guilty of an infringement. Once the ball has been fed into the scrum, only the hookers may strike for the ball. Second row players can lift a foot to rake the ball out of the scrum, but cannot step forward over the ball to cause the ball to come out of the scrum.
Reference:	Law Book - Section 12, Law 4, Page 30

IMPORTANT NOTE

IT IS MANDATORY THAT A PENALTY IS AWARDED FOLLOWING ANY BREACH/INFRINGEMENT OF THE SAFEPLAY CODE. IN ADDITION TO A PENALTY FOR A BREACH, REFEREES AT THEIR DISCRETION MAY:

- SIN BIN THE OFFENDING PLAYER (INTERNATIONAL GAME ONLY)
- DISMISS THE OFFENDING PLAYER FROM FIELD OF PLAY (INTERNATIONAL GAME ONLY) Refer International Laws, Section 13, 1 (a) and Section 15- Player’s Misconduct
- REPLACEMENT IN MINI/MOD GAME Refer Rugby League Laws of Mini Footy & Mod League Page 14, Law (25) & Page 37 Law (23)

ADVANTAGE PLAY & THE SAFEPLAY CODE

A penalty kick must follow any infringement.

1. IF NO ADVANTAGE OCCURS, the penalty is to be awarded immediately at the mark where the infringement occurred.

2. IF AN ADVANTAGE OCCURS, the penalty is to be awarded either at the breakdown in play immediately after the misconduct occurred, (unless a try is imminent) or where the act of misconduct occurred, whichever is to the greater advantage to the non-offending team.

3. WHEN A TRY HAS BEEN SCORED in the same play in which the act of misconduct occurred or in the immediate play thereafter (the imminent factor), the penalty kick, additional to the conversion, will be awarded in front of the goal posts. A kick at goal must be taken from the penalty kick (place or drop) and play re-started from the centre on the half-way line irrespective of the outcome of the kick.

A NOTE ON MODIFIED GAMES ("Laws of Modified Games", Corcoran, 2002.)

The 'Sin Bin' does not apply in Mini Footy or Mod League games. Should a player be guilty of such conduct that "merits" suspension from the field for a time, then the referee is to advise the player's team Captain of the problem and direct that the player be replaced for the remainder of that period of play during which the misconduct occurred.

A player's Captain may be directed to replace the player for the remainder of the game should that player's misconduct warrant such action. In this case, the offending player cannot take any further part in the match. A player - replaced for a period (Mini) or half (Mod) who resumes playing in a later period / half AND is guilty of further misconduct MUST be dismissed WITHOUT REPLACEMENT. (International Laws apply here).

IMPLEMENTING THE SafePlay CODE

Promoting the Code All parents, players, coaches and referees should familiarise themselves with the "SafePlay Code" before the commencement of the season and subsequent matches.

A copy of the Code should be available and prominently displayed at match venues and training sessions.

Referees The Referee's total implementation of the SafePlay Code is the key to its success.

Referees must be fully briefed on the detailed workings of the "SafePlay Code".

The most suitable personnel to do this are the appointed Coaching and Development Staff or Referees' Co-ordinators/Providers/Coaches.

Coaches Coaches are the other vital factor in ensuring that the Code is applied successfully.

All coaches must ensure that their players are aware of, and fully understand, the "SafePlay Code" and observe it "to the letter."

All Matches To ensure that all parties fully understand the SafePlay Code, a pre-match meeting should be held, at International Law games, between the match Referee, Coaches, Ground Officials and where possible, team Captains.

It may take a few matches for Referees and players to become accustomed to the Code. However, the right balance will soon be achieved as long as all concerned work together and realise that the code will benefit all players and the game.

[The original SafePlay Code was written by Graham Chaffey - NSWRL - and trialed by the NSWCR in 1995.]

2013 NRL LAWS AND INTERPRETATIONS

The 2013 Telstra Premiership season will be adjudicated in accordance with the current 'NRL Laws of the Game International Level and Notes on the Laws' (February 2013).

Law	International Game Laws	NRL Interpretations – Telstra Premiership Competition
Scrum: Time Off	No time off Section 12 - The Scrum	If a team is properly formed and ready to contest a scrum the head referee will call time off.
Goal line Drop-out	To deliberately delay the restart of play constitutes misconduct. Note: There is no exact time limit for a goal line drop-out to be taken. Section 15 – Player's Misconduct, Notes to Law 1(i)	The defending team is required to recommence play with a goal line drop-out within 40 seconds of it being signalled by the referee. The referee will give a warning as to the time that is remaining. If, in the opinion of the referee the restart is being delayed due to the circumstances of the game the referee may call time off.
20m Restart Penalty	Any deliberate offence at the 20m restart by either team shall incur a penalty to be awarded at the centre of the 20m line. Section 8 - The Kick off and Drop-Out, Law 2 (c)	Any deliberate offence at the 20m restart by either team shall incur a penalty to be awarded at the centre of the 20m line, except where the defending team is offside. From an offside infringement at a 20m restart, the penalty will be awarded opposite where the infringement occurred on the 30m line.
20m Restart 'quick tap'	The referee will signal play to recommence once he has the defensive line set. Note: Due to the above Law the quick restart interpretations applied in the NRL Telstra Premiership are not used in 20m restarts. Section 8- The Kick off and Drop-out, Law 2	The ball may be kicked in any manner and in any direction and is immediately in play. Opposing players shall retire ten metres from the 20m line and shall not advance until the ball has been kicked. Defending players shall not advance in front of the ball before it is kicked. Any deliberate offence by either team shall incur a penalty to be awarded at the centre of the 20m line, except where the defending team is offside (see above). A 20 metre restart may be taken quickly as long as the ball has been passed (by any traditional RL pass) or run to the mark when: a) The referee has signalled for play to recommence. b) The kick is taken on the centre of the 20m line. c) All players from the team taking the restart are onside. <u>Note:</u> The referee does not need to have a defensive line set for play to restart. <u>Note:</u> The ball must not be kicked by a teammate to the 20m mark to facilitate a "quick tap".

Drawn Game	<p>If both teams score an equal number of points, or if both teams fail to score, then the game shall be deemed a draw.</p> <p><i>Section 6 – Scoring - Tries and Goals, Law 2(a)</i></p>	<p>If scores are equal at the conclusion of normal time, a period of extra time shall follow whereby the first scorer of any point or points will immediately be declared the winner.</p> <p>This will be for a maximum period of 10 minutes (5 minutes each half) except in Final Series Matches.</p> <p>If the scores are still level at the end of the period of extra time, then the game shall be declared a draw (except in Finals matches, where the match will continue until such time as one team scores a point or points.).</p>
Video Referee	<p>Not applicable.</p> <p><i>Section 16 - Duties of Referee and Touch Judges</i></p>	<p>In the event that the on field officials require assistance for a try ruling they will consult the video referee.</p> <p>Additional responsibilities include the reporting of foul play.</p>
Number of on-field Referees	<p>1 Referee 2 Touch Judges</p> <p><i>Section 16 - Duties of Referee and Touch Judges</i></p>	<p>2 Referees 2 Touch Judges Video Referee</p>

For the full list of NRL Telstra Premiership Laws and Interpretations, go to www.nrl.com

PLEASE NOTE

**THE NOTES ON THE LAWS ACCOMPANYING EACH SECTION ARE
TO BE TAKEN AS OFFICIAL INSTRUCTIONS RELATING TO THE
PUBLICATION AND INTERPRETATION OF THE LAWS.**

**This publication replaces all existing Law
Books, Manuals, etc., and is the only official
NRL publication as at this date.**

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