

Domestic Match Rule Changes - 2022

SUMMARY

The 2022 NRLB season will apply the 2022 Rugby League International Rules. The national side played under these rules in its autumn Internationals last year, but many players will not have experienced them before.

This short summary is intended to set out the main changes from the pre-pandemic rules that previous NRLB seasons were played under. As always, match officials will explain on-field rulings to captains and players during games.

SIX-AGAIN RULE

This is one of the biggest changes that has been introduced. For any type of ruck interference - slowing the play-the-ball, hands on the ball, holding down, markers not square, etc - the referee will not award a penalty but will call "6 again" and the tackle count will reset. The next tackle will therefore be "tackle 1".

The above rule does not apply for defensive offsides, ie where the defence encroaches within 10m before the play-the-ball. This is a full penalty where the defence should have been standing (ie 10m forward from the play-the-ball position.)

SCRUMS

Scrum is awarded for knock-ons and forward passes, unless it is last tackle, in which case it is a handover to the opposition (or unless the opposition gains an advantage, in which case the referee should play advantage).

For each scrum, the captain of the team with head and feed can keep the scrum where it is awarded, or can choose to move to the centre of the pitch or to the 10m or 20m mark from the touchline on the same side of the pitch.

If a defender breaks early from the scrum, a full penalty is awarded against him. The attacking side can choose to reset the scrum instead of kicking the penalty.

BALL IN TOUCH

When a ball goes into touch, this is no longer followed by a scrum, but a handover and a play-the-ball for the opposition. The handover takes place 20m in from touch, although the team playing the ball can choose to move it to 10m from touch or to centre of the pitch. This is a play-the ball, so markers are allowed.

40-20 & 20-40

Where a player kicks the ball from behind their own 40m line and the ball bounces into touch between the opponents' 20m line and goal line, then the kicker's team restarts play with a tap restart. The restart is taken 20m in from the touchline and in line with where the ball first crossed the touchline but no closer than 10m from the goal line. The defence must be 10m back

The rules are the same for 20-40 kicks, except that this is where the kick is taken from behind the kicker's 20m line and goes into touch between the opposition's 40m line and their goal line.