



NRL GALA DAY RULES

1. Field size 65mtr X 30mtr
2. 8 players on the field at one time.
3. 8-minute halves. 2-minute Halftime. 2 min change over between games.
4. Bibs not required, The following rules will apply for the day. Referees are encouraged to use their discretion to create a safe and enjoyable day for all participants.
 - a. Defence may move forward after the dummy half runs, or the first receiver has received the ball.
 - b. One (1) Marker
 - c. Dummy Half can run, but not score a try inside 5m of the try line.
5. Kick in general play - **Grubber kicks, chips and punt kicks allowed – NO BOMBS**
6. Tap off to start game, tap off to the non - scoring team when a try has been scored.
7. **Safe Play Code** - NRL development will present a visual outline of all safe play components. All teams must be present at introduction to understand the safe play code.
8. The day is non-competitive. No scores will be recorded by NRL Development.