

Girls Champion Schools Rules Quick Guide – Festivals and Finals

The notes below are a quick guide to the girl's rules within the Regional and National Champion Schools' competition. For the comprehensive rules breakdown please see the separate tournament rules document.

Game Times

Activity type	Years 7 & 8	Years 9, 10 & 11
Festivals*	Announced prior to the event	Announced prior to the event
Finals	20 minutes each way	25 minutes each way

*60 minutes maximum playing time.

Ball Size

All years will use a size 4 ball.

Squad Size & Interchanges

All games are 11-a-side, with a maximum squad size of 16.

Unlimited interchanges are allowed throughout the competition including the finals.

Note - No player is allowed to play for more than one-year group on one day. Players can only play one year group up. There is no exception to this rule.

Community Rugby League rules are in play, except for the following amendments;

Rules amendments in play in FESTIVALS (11-a-side)

- Play will start with a tap re-start on half way by the conceding team after tries have been scored (no markers).
- No conversions will take place. A bonus box will be in play, with tries scored in the bonus box worth 6 points instead of 4.
- No line drop outs in festivals – attacking team receive the ball on 20m line and play restarts with a PTB with one marker.
- One defensive marker is allowed at each PTB.
- No scrums.
- Y7 to 9: No ball stealing.
- No 40/20s or 20/40s.

Rules amendments in play in FINALS (11-a-side)

- One defensive marker is allowed at each PTB.
- 3 person scrums will be used to restart play after an error, with the head and feed to the non-offending team.
- Y7 to 9: No ball stealing.
- No 40/20s or 20/40s.