

MOD LEAGUE

(11 YEARS)

Classification of Groups by Age	1st January
Player Age	Same age
Size of Field	Full. (Where the number of players in either one team or both teams falls to the minimum number of nine it is recommended that the mid field be used).
Number of Players - Max - Min	13 9
Football Size	Mod
Coaches	Coaches are not to be on the field at any time during play.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games ages 7- 12.
Advantage Law	Applies
Finals Applicable	First past the post is declared the competition winner. A final can be played but it is restricted to a play-off between the first and second teams only.
Periods of Play	2 x 20 minutes (maximum)
Injury Time	Only allowed in finals
Interval	5 minutes for halftime
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken half of a match.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does <u>not</u> apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of the period or for the rest of the game. However, a player replaced for a half who resumed playing in a later half AND is guilty of further misconduct MUST be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> • One marker to always be present. • Football to be played backwards with the foot. • <i>At the play-the -ball, no member of the team NOT IN POSSESSION is to move forward until the ball is in the hands of the FIRST RECEIVER or the acting halfback elects to run, kick or mishandles the ball.</i> • Players of the side not in possession, apart from the marker, must retire not less than 5 metres from the play-the-ball area. • The team in possession must retire behind the acting half-back.
Passing	2 or more to retain possession. Should a player kick the football in general play and the football is regathered by that player who kicked or by an onside player of the same team, this is also a transfer of the football and is to be regarded as a pass.

Passing within 20 metres of own Goal Line	1 only
No Count at the Tackle After	<ul style="list-style-type: none"> • Player fields a kick from the start of play, restart of play, general play, penalty kick or free kick and is tackled before passing. • Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. • Player tap kicks at a penalty or free kick and is tackled before passing.
Starts of Play	<ul style="list-style-type: none"> • The non-kicking team to retire 10 metres. • Football to travel 10 metres in a forward direction before either side touches the football.
Restarts of Play	<ul style="list-style-type: none"> • Non-kicking team to retire 10 metres. • Non-scoring side to restart play with a place kick from the centre of the halfway. • The football to travel 10 metres in a forward direction before either side touches the football. • For other kicks to restart play, the non-kicking team is to retire at least 10 metres. • At starts and restarts of play, if the football travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the ball entered touch with a <u>zero</u> tackle count.
Kicking in General Play	Yes (no bombs, no field goals)
Goal Line Drop Out	The non-kicking team to retire 10 metres
1/4 Way Place Kick	The non-kicking team to retire 10 metres
Penalty Kicks	The non-kicking team to retire 10 metres
Goal Kicks	<ul style="list-style-type: none"> • Only after a try. • Place kick or drop kick in front of goal posts 10 metres out. • Goal kicks are to be taken in rotation by all members of the team.
Try	All tries scored are worth 4 points.
Penalty Try	4 points
Tackle Count will Start	After each set play or change of possession.
Change of Possession	<ul style="list-style-type: none"> • Knock-on or forward pass • Acting half-back or first receiver runs with the football and is tackled before scoring. * See passing within 20 metres of own goal line section. • An onside player runs from the scrum and is caught in possession. • The sixth tackle. • A player runs or is forced into touch. • Kick in general play goes into touch on the full. (Change of possession where kicked). • Kick in general play lands in field of play and bounces into touch. (Change of possession 10 metres in from where the football crossed the touch line). • Football is touched by the non-kicking team before going into touch. (Change of possession to the kicking team 10

	metres in from where the football crossed the touch line). <ul style="list-style-type: none"> • Bomb-like kicks or attempted drop/field goal. (Subject to Advantage Law).
Number in Scrum	6
Scrum Options	10 metres in from touch 10 metres from the goal line
Scrum	<ul style="list-style-type: none"> • Infringements by both sides except on last tackle. • At the penalty kick the opposition touches the football before it crosses the touch line. • There is an infringement involving the referee, touch judge or spectator. • Referee accidentally blows whistle. • Football bursts in general play.
Scrum Formation	<ul style="list-style-type: none"> • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until ball has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go into the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
General Note on Kicking	The International Law that applies to 40/20 kicks does not apply to the modified game.
General Note on Scrums	Scrums are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold. All players NOT in the scrum, are to retire behind their last row of forwards.
Ball Emerging from Scrum	In 7 - 11 years, to avoid a changeover there must be one pass if the onside player runs and does not score.
Second Conversion	Refer to Safeplay Code page 4 - Advantage Play and the Safeplay Code Item 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 penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
Stripping of the Ball	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 3, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 4). Please note that if a player in possession is held-up on the sixth tackle, there is no change to the existing rule.