

MINI MID MOD RUGBY LEAGUE RULES

2014



INTRODUCTION

The QRL is committed to providing a safe and level playing field for all male and female junior participants of the game. With this in mind, the game has developed modified rules for all games played in the Under 6 to Under 12 age groups that maximise participation and safety.

It should be remembered that playing outside the following QRL Modified Rules may negate your team/club Insurance cover.

UNDER 6 TO UNDER 9

- No play-offs
- No finals
- No trophies – just rounds of football fun.

UNDER 10

- May play an end of season round robin
- No finals
- No trophies

UNDER 11 & UNDER 12

- 4 Team final Series
- Consisting of Semi Finals, Final and Grand Final.

Please note: Under 6 football has been introduced with slightly modified rules to the Mini (7-8 years) rules to assist with player development. Some of the modifications are:-

- *Season – maximum 10 weeks per Local League.*
- *Eligibility – players must have attained the age of 5 before commencement.*
- *Training – maximum 1 session per week duration no longer than 45 minutes.*

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MINI (INTRO) LEAGUE

(Coached Games for 5 – 6 YEARS)

Player Eligibility	• Player <u>must</u> have attained the age of 5 before playing.
Player turning 6 in the playing year	• Players turning 6 in the playing year can continue to play in the under 6 grade but are permitted, if both the club and the player's parents wish, to join the under 7 team for the remainder of the season.
Length of Season	• Season restricted to 10 weeks of fixtures between teams. • An end of season carnival (where possible with a combination of zones or Leagues can be played).
Finals Applicable	• No • End of season carnival may be played.
Number of Players	• Minimum 6 – maximum 8
Size of Field	• Maximum - 68m x 30m
Football Size	• Mini
Team Training	• One 45 minute session per week.
Footwear and Jerseys	• All players are to play in either joggers or boots, NOT in bare feet. • Playing jerseys may just be t-shirt with club logo. • Numbering is optional.
Coaches	• Must be present on the field. • Both Coaches facilitate game. • Coaches must ensure games are played in the right spirit - fun and full maximum participation for all players.
Coach Qualification	• A Modified Games Coach certificate is required.
Periods of Play	• 3 x 10 minutes (maximum)
Intervals	• 3 minutes
Injury Time	• Nil
Minimum Playing Time per Player	• Each player is to play a minimum of one unbroken period of 10 minutes. • This is a minimum and all players should be given maximum playing time where possible.
Replacement	• A player may be replaced if injured. • If the player feels confident to continue and is cleared by the First Aid Officer, the player may continue to play. • When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	• Not applicable.
Send Off	• A player may be replaced for the balance of a period or for the rest of the game. This should only apply for serious misconduct. • If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	• Applies
Play-the-Ball	• No markers allowed. • Football to be played backwards with the foot. • The team not in possession must retire 5 metres from the play-the-ball. • The team in possession must retire behind the acting half-back. • The team not in possession must not move forward until the player with the football elects to run (Coach/referee can say 'go' to players as a signal to move forward).
Passing	• 1 pass only required but encouraged to pass again.

Tackle Count will Start	• After each set play or change of possession. • Possession is retained for four (4) tackles....unless nullification of the tackle count occurs.
No Count at the Tackle After	• Player fields a kick from the start of play, restart of 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	• The non-kicking team to retire 5 metres. • Football to travel 5 metres before either side touches the football. • At starts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Restarts of Play	• The non-kicking team to retire 5 metres. • The non-scoring side to restart play with a place kick (i.e. tap kick re-start) from the centre of the halfway. • Place kick restarts are to be taken in rotation by all members of the team.
Kicking in General Play	• Not allowed
Goal Line Drop Out	• The non-kicking team to retire 5 metres
1/4 Way Optional Kick	• The non-kicking team to retire 5 metres
Penalty Kicks	• The non-kicking team to retire 5 metres
Goal Kicks (Optional)	• Only after try. • Punt kick in front of goal posts 5 metres out. • Are taken in rotation by all members of the team.
Try	• No points recorded.
Change of Possession	• Acting half-back runs with the football and is tackled before scoring. • The fourth tackle. • A player runs or is forced into touch. • Football kicked in general play (subject to advantage law). • Any kick from a start, restart of play or a penalty where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (Subject to Advantage law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle four (4). PLEASE NOTE: Dropped ball or knock-ons, if recovered by the team in possession it is play on. If the player falls on the loose ball, call tackle, and continue the tackle count. Forward passes may be judged by the on field coaches as play on (if marginal) or have the player stop and play the ball.
Scrums	• Not applicable
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held up. • The player in possession who was held up will play the ball and the tackle count will continue – except after the third and last tackle when play will restart with a handover.

MINI FOOTY – 7 Years

Player Eligibility	Under 7 - 5 or 6 years of age (as at 1 January)
Finals Applicable	No
Number of Players	Minimum 6 - maximum 8
Size of Field	Maximum - 68m x 30m
Football Size	Mini
Coaches	- May be present on the field during Round 1 only. - Should any comment at any time be directed at the referee or made concerning the referee's performance, the referee will direct the coach's immediate removal from the field.
Coach Qualification	A Modified Games Coach certificate is required.
Periods of Play	4 x 10 minutes (maximum)
Intervals	2 minutes following 1st & 3rd quarters. 5 minutes for halftime maximum.
Injury Time	Nil
Minimum Playing Time per Player	- Each player is to play a minimum of one unbroken period of 10 minutes. - This is a minimum and all players should be given maximum playing time where possible.
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. - When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	Not applicable.
Send Off	- A player may be replaced for the balance of a period or for the rest of the game. - However, a player who was replaced for misconduct and resumes playing later in the game AND is guilty of further misconduct MUST be dismissed without replacement - If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	Applies
Play-the-Ball: HOW	- No markers allowed. - Football to be played backwards with the foot. - The team not in possession must retire 5 metres from the play-the-ball. - The team in possession must retire behind the acting half-back. - The team not in possession must not move forward until the football is in the hands of the first receiver or the acting half-back elects to run or mishandles the ball.
Passing	1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more – if the team in possession play the ball <u>outside</u> their own quarter way line.
Tackle Count will Start	- After each set play or change of possession. - Possession is retained for four (4) tackles...unless nullification of the count occurs.

No Count at the Tackle After	• Player fields a kick from the start of play, restart of 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	• The non-kicking team to retire 5 metres. • Football to travel 5 metres before either side touches the football. • At starts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Restarts of Play	• The non-kicking team to retire 5 metres. • The non-scoring side to restart play with a place kick (i.e. tap kick re-start) from the centre of the halfway. • Place kick restarts are to be taken in rotation by all members of the team.
Kicking in General Play	• Not allowed
Goal Line Drop Out	• The non-kicking team to retire 5 metres
1/4 Way Optional Kick	• The non-kicking team to retire 5 metres
Penalty Kicks	• The non-kicking team to retire 5 metres
Goal Kicks	• Only after a try. • Place kick or drop kick in front of goal posts 5 metres out. • Are taken in rotation by all members of the team. • A goal shall count 2 points.
Try	• A Try shall count 4 points.
Change of Possession	• Knock-on, forward pass or an infringement by both sides. • If after being tackled a player accidentally loses possession. • Acting half-back or first receiver runs with the football and is tackled before scoring. *Refer to Passing Law. • An onside player runs from the scrum and is caught in possession. • The fourth tackle. • A player runs or is forced into touch. • Football kicked in general play (subject to advantage law). • Any kick from a start, restart of play or a penalty where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (subject to Advantage Law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle four (4).
Play-the-Ball: WHEN	• From a penalty kick the football is touched by a member of the non-kicking side before entering touch to the kicking team. • Following an infringement involving the referee, touch judge or spectator. • Referee accidentally blows whistle to the team last in possession or who last touched the ball. • Football bursts in general play to the team last in possession.
Scrum	• Not applicable
Second Conversion	• 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). Refer to National Safe Play Code: Advantage Play & The Safe Play Code – Page 4, Item 3.
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held up. • The player in possession who was held up will play the ball and the tackle count will continue – except after the third and last tackle when play will restart with a change of possession.

MINI FOOTY – 8 Years

Player Eligibility	Under 8 - 6 or 7 years of age (as at 1 January)
Finals Applicable	No
Number of Players	Minimum 6 – maximum 8
Size of Field	Maximum - 68m x 30m
Football Size	Mini
Coaches	- May be present on the field during Round 1 only. - Should any comment at any time be directed at the referee or made concerning the referee's performance, the referee will direct the coach's immediate removal from the field.
Coach Qualification	A Modified Games Coach certificate is required.
Periods of Play	4 x 10 minutes (maximum)
Intervals	2 minutes following 1st & 3rd quarters. 5 minutes for halftime maximum.
Injury Time	Nil
Minimum Playing Time per Player	- Each player is to play a minimum of one unbroken period of 10 minutes. - This is a minimum and all players should be given maximum playing time where possible.
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. - When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	Not applicable.
Send Off	- A player may be replaced for the balance of a period or for the rest of the game. - However, a player who was replaced for misconduct and resumes playing later in the game AND is guilty of further misconduct MUST be dismissed without replacement - If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	Applies
Play-the-Ball	- No markers allowed. - Football to be played backwards with the foot. - The team not in possession must retire 5 metres from the play-the-ball. - The team in possession must retire behind the acting half-back. - The team not in possession must not move forward until the football is in the hands of the first receiver or the acting half-back elects to run or mishandles the ball.
Passing	1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more – if the team in possession play the ball <u>outside</u> their own quarter way line.
Tackle Count will Start	- After each set play or change of possession. - Possession is retained for four (4) tackles...unless nullification of the count occurs.

No Count at the Tackle After	• Player fields a kick from the start of play, restart of 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	• The non-kicking team to retire 5 metres. • Football to travel 5 metres before either side touches the football. • At starts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Restarts of Play	• The non-kicking team to retire 5 metres. • The non-scoring side to restart play with a place kick (i.e. tap kick re-start) from the centre of the halfway. The football does not have to travel any prescribed distance. • Place kick restarts are to be taken in rotation by all members of the team.
Kicking in General Play	• Not allowed
Goal Line Drop Out	• The non-kicking team to retire 5 metres
1/4 Way Optional Kick	• The non-kicking team to retire 5 metres
Penalty Kicks	• The non-kicking team to retire 5 metres
Goal Kicks	• Only after a try. • Place kick or drop kick in front of goal posts 5 metres out. • Are taken in rotation by all members of the team. • A goal shall count 2 points.
Try	• A Try shall count 4 points.
Change of Possession	• Knock-on/forward pass. • If after being tackled a player accidentally loses possession. • Acting half-back or first receiver runs with the football and is tackled before scoring. * Refer to Passing Law. • An onside player runs from the scrum and is caught in possession. • The fourth tackle. • A player runs or is forced into touch. • Football kicked in general play (subject to advantage law). • Any kick from a start, restart of play or a penalty where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (Subject to Advantage law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle four (4).
Scrum – Where Formed	• 10 metres in from touch • 10 metres from the goal line
Scrums – When Formed	• Infringement 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.

Scrums – How Formed	• 5 players from each team. • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until football has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go in the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
Scrums – General Notes	• Are 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. • To avoid a changeover there must be one pass if the onside player runs and does not score i.e. Tackle 1.
Second Conversion	• 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). Refer to National Safe Play Code: Advantage Play & The Safe Play Code – Page 4, Item 3.
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held up. • The player in possession who was held up will play the ball and the tackle count will continue – except after the third and last tackle when play will restart with a change of possession.

MID LEAGUE – 9 & 10 Years

Player Eligibility	• Under 9 - 7 or 8 years of age (as at 1 January) • Under 10 - 8 or 9 years of age (as at 1 January)
Finals Applicable	• No • Under 10 end of season carnival may be played
Number of Players	• Minimum 8 – maximum 11
Size of Field	• Maximum - 80m x 50m. • Where the number of players in either one team or both teams falls to the minimum number of eight it is recommended that a mini field be used.
Coaches	• Coaches are not to be on the field at any time during play.
Football Size	• 9 Years – Mini • 10 Years - Mod
Coach Qualification	• A Modified Games Coach certificate is required.
Periods of Play	• 2 x 20 minutes (maximum)
Intervals	• 2 minutes following 1st & 3rd quarters (if applicable) • Max 5 minutes halftime.
Injury Time	• Nil
Minimum Playing Time per Player	• Each player is to play a minimum of one unbroken half of a match. • A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
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. • When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	• Not applicable.
Send Off	• A player may be replaced for the balance of a period or for the rest of the game. • However, a player replaced for a period who resumed playing in a later period AND is guilty of further misconduct MUST be dismissed without replacement. • If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	• Applies
Play-the-Ball	• One marker to always be present. • Football to be played backwards with the foot. • The team not in possession including the marker is not to move forward till the football is in the hands of the first receiver unless the acting half-back runs, kicks or mishandles the football. • Players of the side not in possession, apart from the marker, must retire 5 metres from the play-the-ball area. • The team in possession must retire behind the acting halfback.

Passing	• 1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. • 2 or more – if the team in possession play the ball <u>outside</u> their own quarter way line. • 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.
Tackle Count will Start	• After each set play or change of possession. • Possession is retained for six (6) tackles...unless nullification of the tackle count occurs.
No Count at the Tackle After	• Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. • Player fields a permissible kick by an opponent in general play 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	• 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	• 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 football entered touch with a <u>zero</u> tackle count.
Kicking in General Play	• Allowable (no bomb like kicks & no field goals). • The International Law that applies to 40/20 kicks DOES NOT APPLY to the mid (Under 9 & 10) league game.
Goal Line Drop Out	• The non-kicking team to retire 10 metres
1/4 Way Optional Kick	• The non-kicking team to retire 10 metres
Penalty Kicks	• The non-kicking team to retire 10 metres
Goal Kicks	• Only after a try. • Place kick or drop kick in front of goal posts 10 metres out. • Are taken in rotation by all members of the team. • A goal shall count as 2 points.
Try	• A try shall count as 4 points.

Change of Possession	• Knock-on or forward pass. • If after being tackled a player accidentally loses possession. • Acting half-back or first receiver runs with the football and is tackled before scoring. *See passing within own quarter way line. • 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 kicking side). • Any kick where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (Subject to Advantage law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle six (6).
Scrum – Where Formed	• 10 metres in from touch • 10 metres from the goal line
Scrums – When Formed	• Infringement 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.
Scrums – How Formed	• 5 players from each team. • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until football has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go in the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
Scrums – General Notes	• Are 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. • In 9 – 10 years, to avoid a changeover there must be one pass if the onside player runs and does not score i.e. Tackle 1.
Second Conversion	• 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). Refer to National Safe Play Code: Advantage Play & The Safe Play Code – Page 4, Item 3.
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held. • The player in possession who was held up will play the ball and the tackle count will continue – except after the fifth and last tackle when play will restart with a change of possession.

MOD LEAGUE – 11 Years

Player Eligibility	Under 11 (9 or 10 years of age as at 1 January)
Finals Applicable	A full premiership competition may be played with a final four (4) contesting a final series consisting of Semi-Finals, Final and Grand Final.
Number of Players	Minimum 9 – maximum 13
Size of Field	- Full Size (100m x 68m) - Where the number of players in either team falls to the minimum number of nine (9) it is recommended that a mid field be used.
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.
Periods of Play	2 x 20 minutes (maximum)
Intervals	5 minutes for halftime maximum.
Injury Time	Only allowed in finals
Minimum Playing Time per Player	- Each player is to play a minimum of one unbroken half of a match. - A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
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. - When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	Not applicable.
Send Off	- A player may be replaced for the balance of a half or for the rest of the game. - However, a player who was replaced for misconduct and resumes playing later in the game AND is guilty of further misconduct MUST be dismissed without replacement - If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	Applies
Play-the-Ball	- One marker is to be always present. - Football to be played backwards with the foot. - The team not in possession, apart from the marker, must retire 5 metres from the play-the-ball. - The team in possession must retire behind the acting halfback. - The team not in possession including the marker is not to move till the football is in the hands of the first receiver unless the acting half-back runs, kicks or mishandles the football.
Passing	1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more – if the team in possession play the ball <u>outside</u> their own quarter way line. - If a player kicks 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 counted as a transfer of the football and is to be regarded as a pass.
Tackle Count will Start	- After each set of play or change of possession. - Possession is retained for six (6) tackles...unless nullification of the count occurs.

No Count at the Tackle After	• Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. • Player fields a permissible kick by an opponent in general play 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	• 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	• The non-kicking team to retire 10 metres. • The 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 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 play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Kicking in General Play	• Allowable (no bomb like kicks & no field goals). • The International Law that applies to 40/20 kicks DOES NOT APPLY.
Goal Line Drop Out	• The non-kicking team to retire 10 metres
1/4 Way Optional kick	• The non-kicking team to retire 10 metres
Penalty Kicks	• The non-kicking team to retire 10 metres
Goal Kicks	• Only after a try. • Place kick or drop kick in front of goal posts no closer than 10 metres out. • Are taken in rotation by all members of the team. • A goal shall count as 2 points.
Try	• A try shall count as 4 points.
Change of Possession	• Knock-on or forward pass. • If after being tackled a player accidentally loses possession. • Acting half-back or first receiver runs with the football and is tackled before scoring. * Refer to Passing law. • 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 kicking side). • Any kick where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (Subject to Advantage law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle six (6).
Scrum – Where Formed	• 10 metres in from touch • 10 metres from the goal line
Scrums – When Formed	• Infringements by both sides except after the last play the ball. • 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.

Scrums – How Formed	• 6 players from each team. • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until football has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go in the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
Scrums – General Notes	• Are 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. • To avoid a changeover there must be one pass if the onside player runs and does not score ie. Tackle 1.
Second Conversion	• 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). Refer to National Safe Play Code: Advantage Play & The Safe Play Code – Page 4, Item 3.
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held up. • The player in possession who was held up will play the ball and the tackle count will continue – except after the fifth and last tackle when play will restart with a change of possession.

MOD LEAGUE – 12 Years

Player Eligibility	Under 12 (10 or 11 years of age as at 1 January)
Finals Applicable	A full premiership competition may be played with a final four (4) contesting a final series consisting of Semi-Finals, Final and Grand Final.
Number of Players	Minimum 9 – maximum 13
Size of Field	- Full Size (100m x 68m) - Where the number of players in either team falls to the minimum number of nine (9) it is recommended that a mid field be used.
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.
Periods of Play	2 x 25 minutes (maximum)
Intervals	5 minutes for halftime maximum.
Injury Time	Only allowed in finals
Minimum Playing Time per Player	- Each player is to play a minimum of one unbroken half of a match. - A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
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. - When a player is bleeding excessively, the Referee shall direct the player to either leave the field for attention or seek medical attention on-field.
Sin Bin	Not applicable.
Send Off	- A player may be replaced for the balance of a half or for the rest of the game. - However, a player who was replaced for misconduct and resumes playing later in the game AND is guilty of further misconduct MUST be dismissed without replacement. - If further action is required, this will be taken at the discretion of the match's controlling body.
Advantage Law	Applies
Play-the-Ball	- One marker is to be always present. - Football to be played backwards with the foot. - The team not in possession, apart from the marker, must retire 5 metres from the play-the-ball. - The team in possession must retire behind the acting halfback. - The team not in possession including the marker is not to move till the football is in the hands of the first receiver unless the acting half-back runs, kicks or mishandles the football.
Passing	1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more – if the team in possession play the ball <u>outside</u> their own quarter way line. - If a player kicks 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 counted as a transfer of the football and is to be regarded as a pass.
Tackle Count will Start	- After each set of play or change of possession. - Possession is retained for six (6) tackles...unless nullification of the count occurs.

No Count at the Tackle After	• Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. • Player fields a permissible kick by an opponent in general play 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	• 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	• The non-kicking team to retire 10 metres. • The 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 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 play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Kicking in General Play	• Allowable (no bomb like kicks & no field goals). • The 40/20 NRL International Laws of the Game applies.
Goal Line Drop Out	• The non-kicking team to retire 10 metres
1/4 Way Optional Kick	• The non-kicking team to retire 10 metres
Penalty Kicks	• The non-kicking team to retire 10 metres
Goal Kicks	• Only after a try. • Place kick only no closer than 10 metres out. • The conversion attempt for any try scored between the touch line and a line 10 metres in field from touch must be taken on the line 10 metres in from touch. • All other conversion attempts shall be taken in line with where they are scored. (As per international law) • Are taken in rotation by all members of the team. • A goal shall count as 2 points.
Try	• A try shall count as 4 points.

Change of Possession	• Acting half-back or first receiver runs with the football and is tackled before scoring. ** Refer to Passing Law. • If after being tackled a player accidentally loses 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 kicking side). • Any kick where the receiver from the non-kicking team is placed under pressure to catch the ball on the full. (Subject to Advantage law) The changeover will occur at the point of the kick. • Player in possession held up over opponent's goal line on tackle six (6).
Scrum – Where Formed	• 10 metres in from touch. • 10 metres from the goal line.
Scrum – When Formed	• Knock on or accidental forward pass. • 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 – How Formed	• 6 players from each team. • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until football has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go in the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
Scrum – General Notes	• Are 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. • The onside player can run from the base of the scrum without risking a changeover ie. Tackle 1.
Second Conversion	• 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). Refer to National Safe Play Code: Advantage Play & The Safe Play Code – Page 4, Item 3.
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, in possession of the ball, is unable to ground the ball in the opponents' in goal, play is restarted with a play the ball ten (10) metres from the goal line opposite where the player was held up. • The player in possession who was held up will play the ball and the tackle count will continue – except after the fifth and last tackle when play will restart with a change of possession.

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