



Junior Rugby League Laws: 6-12 Years Official 2019



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Junior Rugby League Laws: 6–12 Years

First Edition 2017

Second Edition 2018

The “Pathways Review”, initiated in 2010, included representation from a broad cross-section of the Rugby League Community in developing a blueprint for future game modelling.

The NRL Education, Training and Research Team promoted trials and engaged researchers from Sydney University to assess trial data to provide a basis for any possible modelling into the future.

Original law books for the “modified games”

First Published 1981 – as ‘Mini Footy – A Game of Rugby League for Youngsters’ designed and developed by Peter D. Corcoran OAM. Subsequently reprinted in this form in 1982, 1983 and 1984 and then, in annual editions, in various forms, from 1985 – 2016.

2016 Publication Thirty Eighth Edition: “Laws of Modified Games” by Peter D. Corcoran OAM

Acknowledgements

The NRL wishes to acknowledge Peter Corcoran OAM in the design, development and monitoring (over 35 years) of the Modified Games of “Mini Footy” and “Mod League”.

Changes were trialed in various age groups in 2015 and again for the 2017 Season following extensive research and stakeholder engagement.

2015 – 2018 and the current (2019) Law books have been based on both the International Laws of Rugby League and ‘Rugby League: Laws of Mini Footy & Mod League’ by Peter D. Corcoran OAM.



INTRODUCTION

2019 RUGBY LEAGUE PARTICIPATION

Rugby League is enjoyed by thousands of male and female participants of all ages and abilities each year.

Key to this enjoyment is a need to nurture and grow our junior rugby league programs and pathways.

In the early 1980's, under the guidance of the National Director of Coaching at the time Peter Corcoran OAM, the game altered, developed and implemented what was to become known as MINI and MOD LEAGUE.

These alterations to the laws of the game provided a simpler version of the sport, designed to provide a more enjoyable experience to young participants.

Again with a view to the future, the Australian Rugby League Commission, together with the NRL and States, is committed to delivering engaging and inclusive rugby league opportunities for new and ongoing participants.

This is our commitment and central to the Game's 2018 – 2022 Strategic Plan.

In 2019, junior rugby league participants have the choice of modified game formats that focus on player safety, an emphasis on teamwork and more time with the footy in hand.

Our female pathways and programs are increasing each year, with double-digit growth trends across the country.

And we've implemented a series of online coaching and training resources to support local leagues in retaining and supporting their players, coaches, referees and volunteers.

Growing up, Rugby League was the lifeblood of my local town. It still is.

As a game, we will continue to deliver increased resources and funding to ensure that rugby league continues to be a primary choice for junior sports participants across Australia.

A handwritten signature in black ink that reads 'Peter Beattie'.

The Honourable Peter Beattie AC
Chairman, Australian Rugby League Commission





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PART ONE

6 YEARS GAME MODEL

UNDER 6



League Tag
(6 Tags)



40x20m
Field Size



6 Players
Per Team



8 mins x 4
Game Time



No Scrums



1 Pass
Minimum



Defenders Stand
Back 5m
(No Markers)



No Kicking
or Conversions



Tap Restart
on 5m Line



Chance Rule

NOTE

The Laws of the International Game shall apply in the 6 Years League Tag Game Model subject to the following modifications, where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year.
- (2) Players, in each age level of competition, must be of the same age group. Players are not to play “up an age” (to a maximum of one age group) or in higher age groups without parental approval. Where combined age competitions exist state governing bodies may apply playing criteria.

TEAM/PLAYING TIME

- (3) Maximum number of players on the field at any one time is 6. When more than 6 players are in attendance at a match then all players MUST play in accordance with Law 6. Where possible, team numbers should not exceed 10, in order to allow maximum opportunity for all players to participate in game time.
- (4) The minimum number of players allowed on the field per team per match is 4. Should less than 4 players be present then, for safety reasons, the match is to be forfeited.

A game must not commence if there are fewer players available for either team than the minimum number stipulated.

During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions:

If the number falls below the stipulated minimum because of –

- (a) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return;
 - (b) A PLAYER BEING ‘REPLACED’ FOR MISCONDUCT, for the remainder of that period only. The game can continue at least until the end of that period. (This does not apply if the player is ‘replaced’ for the remainder of the match.)
- (5) All matches are to be played over four eight (8) minute quarters with a one (1) minute interval between quarters. This may be extended to 3 minutes for half time.
 - (6) Each player is to play a MINIMUM OF TWO UNBROKEN QUARTERS of eight (8) minutes. [This is a MINIMUM playing time only and, should numbers allow, all present should be given a maximum amount of time possible on-field.] See Pg 41 for further clarification.
 - (7) A player may be temporarily replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent (for the purpose of compliance with Law 6). The replacement player shall play another unbroken period of play (to comply with Law 6).

NOTE: Temporary replacement of three (3) minutes is to count as part of the injured player’s playing time. (Refer to Law 6). The injured player may return to the field later in the match if able to do so.

FIELD/BALL

- (8) The field at ages 6 years measures 40 metres x 20 metres. A full description is in Appendices under "Size of Field/Field of Play".
- (9) A smaller ball (size 3) is used in the 6 years age groups (refer to page 11).

TAG/TAG COUNT

- (10) Each team shall use a maximum of 6 pairs of tags per game. If a player is substituted during the game, the player leaving the field shall hand the tags to the player entering the field.
- (11) A team in possession shall have a maximum of six (6) tags. When a player knocks-on, passes the ball to a team mate in a forward direction in the field of play, or the ball/ball carrier enters touch, the Referee shall call "Chance" and the number of the tags advanced by one, so that the team in possession retains possession, other than after the 6th (and last) tag, at which time a handover will occur. Should a player lose possession forward and an opposing player gain possession, it should be play on, and "zero tag". Should a player knock-on and the ball is gathered by an onside teammate, then the "Chance Rule" shall apply. Breaches in goal (normally resulting in a dropout) will result in the "Chance Rule" being applied and the tag count being advanced by one and a play-the-ball out 5 metres (unless opposition team grounds the ball for a try). The Referee will both signal and call out the number of tags with the "5th and last" being signaled by the raising of an arm vertically with five fingers fully extended. On the sixth (6th) tag the Referee will blow the whistle and signal the change of possession in accordance with International Law. The tag count will commence after each set play or change of possession.

Zero tag occurs as per the International Laws of Rugby League (Glossary Pg 7, Section 11, Pg 25, Law 7(c); Section 8, Pg 18, Law 2.

- (12) A player in possession is tagged when:
 - (a) at least one of the tags is removed by an opposing player;
 - (b) a tag is accidentally removed by the player in possession (or when the tag accidentally falls off the player).

NOTE: A defending player cannot make a "tag" unless both of their tags are attached.

- (13) The player in possession cannot:
 - (a) fend off defenders or protect the tag by using the arm or ball to fend.
 - (b) jump through/at the defensive line to avoid being "tagged".
 - (c) run directly at a defender and should be penalised if a collision occurs in this situation (instigator of contact to be penalized)
 - (d) perform a 360 degree turn through/at the defensive line to avoid being tagged.
 - (e) surrender prior to being tagged.
 - (f) play-the-ball before being tagged.
 - (g) remain on the ground waiting to be tagged if he/she has time to regain their feet and continue play (after dropping on a loose ball).

Clauses (a) – (d) will result in a penalty being awarded against the player in possession (unless otherwise stated).

If the Referee calls 'tagged' and a player simultaneously continues to run or offloads, as he/she has not heard the call, the Referee will stop play and send the player back to the play-the-ball.

Where a tag has been intentionally removed, after the ball has been passed, a penalty to the non-offending team shall be awarded (unless the Advantage Law applies). Yes/No Calls and deliberate grabbing of clothing will also result in a penalty.

NOTE: There is no "stripping" or stealing the ball in any situation at any time.

PLAY THE BALL

- (14) As soon as a tag has been removed from the ball-carrier he/she must play-the-ball at the point where the tag occurred. There is no requirement for the ball-carrier to replace his/her tag until the play-the-ball has been completed. Both tags must be in place for this player to take any further active part in play.

The play-the-ball shall operate as normal in the International Laws. However:

- (a) No markers are allowed.
- (b) The Dummy Half (DH) may, on receiving the ball, either pass the ball or run themselves. Should they elect to run, not score and be tagged, then their team forfeits possession. A member of the opposite team will then play the ball for play to recommence. (One Pass Law)
- (c) 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 Dummy Half elects to run or mishandles the ball. Each member of the team not in possession must retire 5 metres from the play-the-ball and any player who is within this area shall be deemed to be offside. Members of the team in possession must retire behind the Dummy Half.

SCRUMS/HANDOVER

NOTE: Scrums are not to be formed in the 6 – 12 year age groups.

- (15) Where an infringement, or an error, has occurred and a scrum normally be formed (in the International Laws), the "Chance Rule" shall apply and play-the-ball used to recommence play, but no closer than 5 metres from the touch line and goal line.

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement), the Referee accidentally blows the whistle, or the ball bursts, the "Chance Rule" shall apply and the team last in possession will be awarded a play-the-ball. For a mutual infringement, this will be the attacking team (team with the territorial advantage). The initial play-the-ball will not be counted for the purposes of the tag count (i.e. A new set of 6 tags will begin).

NOTE: Refer to page 6 for Chance Rule

TRY/CONVERSIONS

- (16) A try is scored in the normal way and is worth 4 points.

When scoring a try, two tags must be intact. If the ball is grounded with only one tag (unless the tag came off when the player made contact with the ground in the act of scoring), it shall result in a "no try" (unless advantage applies, see below "late tag") and play will be re-started with a play-the-ball to the attacking team 5 metres out from where the ball was grounded. The tag count shall continue unless after the 5th tag, which shall result in a handover, 5 metres out from where the ball was grounded. In the event of a late tag (i.e. where a tag has been removed, whether intentional or not, after the ball has been passed) the advantage rule should apply. The Referee shall indicate a "late tag" and award the try.

A player may only dive through a gap in a defensive line (not directly at players, which may cause a collision). The defender must have an opportunity to remove a tag. Attacking players cannot drop to their knees and reach through to attempt to score a try.

If the ball-carrier is tagged while in the opponent's in-goal before being able to ground the ball, play is re-started with a play-the-ball 5 metres out from the point at which he/she was tagged unless it is the 6th tag (this is similar to being "held-up" in-goal in the International Laws of Rugby League), at which time a handover will occur 5 metres out from the goal line and no closer than 5 metres from the touch line.

- (17) There are no conversion attempts after a try in the 6 years' age group.

STARTS/RE-STARTS OF PLAY

- (18) The kick off to commence each quarter is by place kick from the centre of the halfway line. The ball must travel at least 5 metres toward the opponent's goal line and land in the playing field.

For other kicks to start or re-start play, the non-kicking team is to retire five (5) metres and, except for a quarterway (i.e. 10m line) tap kick, allow the ball to travel five (5) metres.

At penalties and free kicks, the non-kicking team is to retire five (5) metres. If a player takes the ball back from a penalty kick, the original mark will be cancelled and the new mark is where the ball is to be kicked and opponents may advance to within 5 metres of the new mark.

Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground in the centre of the field 5m forward of the non-scoring teams goal line. The ball need not travel any prescribed distance. Ground cannot be made from the tap kick re-start.

NOTE: Should a team kick the ball downfield, the Referee will blow the whistle and instruct the team to retake the tap kick re-start in a correct manner.

- (19) Penalties for in-goal breaches will be taken 5 metres from the goal line.

KICKING

(20) Kicking is NOT ALLOWED in the 6 years' age group except at -

- » starts of a period of play;
- » penalty kicks and quarterway restarts (these kicks must be tap kicks);

NOTE 1: Should a kick (other than the above) be attempted during a match there will be a change of possession at the spot at which the kick was taken unless ADVANTAGE LAW applies.

NOTE 2: Any permitted kick must not be a "bomb". A "bomb" can be regarded as any kick aimed at gaining time for the "chasers", rather than distance, and to exert pressure on the receiver.

PLAYER MISCONDUCT- SIN BIN/REPLACEMENTS

(21) The sin bin does not apply in the 6 years' game. Should a player be guilty of such conduct that it "merits" a suspension from the field, then the Referee is to advise the player's team captain and/or coach of the problem and direct that the player be replaced. In this case the offending player would take no further part in the remainder of that quarter. A player replaced for a quarter, who resumes playing in a later quarter and is guilty of further misconduct must be dismissed (and shall not take part in that match or any other match in any older age group on that day). A replacement can be made under these circumstances. Any further action would be taken at the discretion of the match's controlling body.

NOTE: Match officials should signal whether a player has been rotated until the end of the period or permanently dismissed for the duration of the match. To differentiate between the two, the Referee will rotate his/her arms several times for a player needing to be rotated; a permanent dismissal shall be signalled as per the International Laws of the Game.

APPENDICES

1. SIZE OF FIELD/FIELD OF PLAY

40x20m – 4 Field Matrix



NOTE 1: When using witches' hats or cones, care must be taken in their placement to ensure the safety of the players.

NOTE 2: In-goal depth is normally 5 metres (maximum) to be added to the ends of the fields.

2. 6 YEARS: THE BALL

- A. A Size 3 football is to be used in all 6 years matches.
- B. The WIDTH of the ball is to be 154mm (with up to 2mm variation).
- C. The LENGTH of the ball is to be 250mm (with up to 2mm variation).
- D. The colour of the ball may either be yellow or white.
- E. The ball should be inflated to a pressure of approx. 60kpa



PART TWO

7 YEARS GAME MODEL

UNDER 7



6
Tackles



40x20m
Field Size



6 Players
Per Team



8 mins x 4
Game Time



No Scrums



1 Pass
Minimum



Defenders Stand
Back 5m
(No Markers)



No Kicking
or Conversions



Tap Restart
on 5m Line

NOTE

The Laws of the International Game of Rugby League shall apply in the 7 years' age groups subject to the following modifications, where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year.
- (2) Players, in each age level of competition, must be of the same age group. Players are not to play "up an age" (to a maximum of one age group) or in higher age groups without parental approval. Where combined age competitions exist state governing bodies may apply playing criteria.

TEAM/PLAYING TIME

- (3) Maximum number of players on the field at any one time is 6. When more than 6 players are in attendance at a match then all players MUST play in accordance with Law 6. Where possible, team numbers should not exceed 10, in order to allow maximum opportunity for all players to participate in game time.
- (4) The minimum number of players allowed on the field per team per match is 4. Should less than 4 players be present then, for safety reasons, the match is to be forfeited.

A game must not commence if there are fewer players available for either team than the minimum number stipulated.

During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions:

If the number falls below the stipulated minimum because of –

- (a) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return;
 - (b) A PLAYER BEING 'REPLACED' FOR MISCONDUCT, for the remainder of that period only. The game can continue at least until the end of that period. (This does not apply if the player is 'replaced' for the remainder of the match.)
- (5) All matches are to be played over four eight (8) minute quarters with a one (1) minute interval between quarters. This may be extended to 3 minutes for half time.
 - (6) Each player is to play a MINIMUM OF TWO UNBROKEN QUARTERS of eight (8) minutes. [This is a MINIMUM playing time only and, should numbers allow, all present should be given a maximum amount of time possible on-field.] See Pg 41 for further clarification.
 - (7) A player may be temporarily replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent (for the purpose of compliance with Law 6). The replacement player shall play another unbroken period of play (to comply with Law 6).

NOTE: Temporary replacement of three (3) minutes is to count as part of the injured player's playing time. (Refer to Law 6). The injured player may return to the field later in the match if able to do so.

FIELD/BALL

- (8) The field at ages 7 years' measures 40 metres x 20 metres. A full description is in Appendices under "Size of Field/Field of Play".
- (9) A smaller ball (size 3) is used in the 7 years' age groups (refer to page 17).

TACKLES/TACKLE COUNT

- (10) Possession is retained for a period of six (6) tackles unless a nullification of the count occurs in that time. The Referee will both signal and call out the number of tackles with the "5th and last" being signalled by the raising of an arm vertically with five fingers fully extended [Reference : International Law; Section 11; Note to Law 6 should be noted here regarding a tackle being completed.]. On the sixth (6th) tackle the Referee will blow the whistle and signal the change of possession in accordance with International Law. The tackle count will commence after each set play or change of possession.

Breaches in goal (normally resulting in a dropout) will result in the tackle count being advanced and a play the ball out 5m (Unless opposition team grounds the ball for a try).

Zero tackle occurs as per the International Laws of Rugby League (Glossary Pg 7, Section 11, Pg 25, Law 7(c); Section 8, Pg 18, Law 2.

NOTE: There is no "stripping" or stealing the ball in any contact situation at any time.

PLAY THE BALL

- (11) The play-the-ball shall be as normal in the International Laws. However:
 - (a) No markers are allowed.
 - (b) The Dummy Half (DH) may, on receiving the ball, either pass the ball or run themselves. Should they elect to run, not score and be tackled, then their team forfeits possession. A member of the opposite team will then play the ball for play to recommence. (One Pass Law)
 - (c) 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 Dummy Half elects to run or mishandles the ball. Each member of the team not in possession must retire 5 metres from the play-the-ball and any player who is within this area shall be deemed to be offside. Members of the team in possession must retire behind the Dummy Half.

SCRUMS/HANDOVER

NOTE: Scrums are not to be formed in the 6 – 12 year age groups.

- (12) Where an infringement, or an error, has occurred and a scrum normally be formed (in the International Laws), the non-offending team shall play the ball to recommence play, but no closer than 5 metres from the touch line and goal line.

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement), the Referee accidentally blows the whistle, or the ball bursts, the team which would have had the scrum feed (in the International Laws of the Game) will be awarded a play-the-ball. For a mutual infringement, this will be the attacking team (team with the territorial advantage). The initial play-the-ball will not be counted for the purposes of the tackle count (i.e. A new set of 6 tackles will begin).

TRY/CONVERSIONS

- (13) A try is scored in the normal way and is worth 4 points.
There are no conversion attempts after a try in the 7 years' age groups.

STARTS/RE-STARTS OF PLAY

- (14) The kick off to commence each quarter is by place kick from the centre of the halfway line. The ball must travel at least 5 metres toward the opponent's goal line and land in the playing field.

For other kicks to start or re-start play, the non-kicking team is to retire five (5) metres and, except for a quarterway (i.e. 10m line) tap kick, allow the ball to travel five (5) metres.

At penalties and free kicks, the non-kicking team is to retire five (5) metres. If a player takes the ball back from a penalty kick, the original mark will be cancelled and the new mark is where the ball is to be kicked and opponents may advance to within 5 metres of the new mark.

Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground in the centre of the field 5m forward of the non-scoring teams goal line. The ball need not travel any prescribed distance. Ground cannot be made from the tap kick re-start.

NOTE: Should a team kick the ball downfield, the Referee will blow the whistle and instruct the team to retake the tap kick re-start in a correct manner.

- (15) Penalties for in-goal breaches will be taken 5 metres from the goal line.

KICKING

- (16) Kicking is NOT ALLOWED in the 7 years' age groups except at -
- » starts of a period of play ;
 - » penalty kicks and quarterway restarts (these kicks must be tap kicks);

NOTE 1: Should a kick (other than the above) be attempted during a match there will be a change of possession at the spot at which the kick was taken unless ADVANTAGE LAW applies.

NOTE 2: Any permitted kick must not be a "bomb". A "bomb" can be regarded as any kick aimed at gaining time for the "chasers", rather than distance, and to exert pressure on the receiver.

PLAYER MISCONDUCT- SIN BIN/REPLACEMENTS

- (17) The sin bin does not apply in the 7 years game. Should a player be guilty of such conduct that it "merits" a suspension from the field, then the Referee is to advise the player's team captain and/or coach of the problem and direct that the player be replaced. In this case the offending player would take no further part in the remainder of that quarter. A player replaced for a quarter, who resumes playing in a later quarter and is guilty of further misconduct must be dismissed (and shall not take part in that match or any other match in any older age group on that day). A replacement can be made under these circumstances. Any further action would be taken at the discretion of the match's controlling body.

NOTE: Match officials should signal whether a player has been rotated until the end of the period or permanently dismissed for the duration of the match. To differentiate between the two, the Referee will rotate his/her arms several times for a player needing to be rotated; a permanent dismissal shall be signalled as per the International Laws of the Game.

2. 7 YEARS: THE BALL

- A. A Size 3 football is to be used in all 7 years matches.
- B. The WIDTH of the ball is to be 154mm (with up to 2mm variation).
- C. The LENGTH of the ball is to be 250mm (with up to 2mm variation).
- D. The colour of the ball may either be yellow or white.
- E. The ball should be inflated to a pressure of approx. 60kpa



PART THREE

8 & 9 YEARS GAME MODEL

UNDER 8			UNDER 9				
	6 Tackles	 68x30m Field Size		6 Tackles	 68x30m Field Size		
	8 Players Per Team	 8 mins x 4 Game Time		8 Players Per Team	 8 mins x 4 Game Time		
	No Scrums	 2 Pass Minimum	 Defenders Stand Back 5m (No Markers)		No Scrums	 2 Pass Minimum	 Defenders Stand Back 5m (1 Marker)
	No Kicking in General Play	 Tap Restart on Halfway	 Conversions Allowed		Kicking in General Play (No Bombs)	 Tap Restart on Halfway	 Conversions Allowed

NOTE

The Laws of the International Game of Rugby League shall apply in the 8 & 9 years age groups subject to the following modifications, where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year.
- (2) Where possible, all players should be of the same age group, and play in that age group. Players may not play “up an age group (to a maximum of one age group)” without parental permission. Where combined age competitions exist state governing bodies may apply playing criteria.

TEAM/PLAYING TIME

- (3) Maximum number of players per team on the field at any one time is 8. Where possible, team numbers should not exceed 12, in order to allow maximum opportunity for all players to participate in game time.

At each game all players must play in accordance with Law 6.

A game must not commence if there are fewer players available for either team than the minimum number stipulated.

During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions:

If the number falls below the stipulated minimum because of –

- (a) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return;
 - (b) A PLAYER BEING ‘REPLACED’ FOR MISCONDUCT, for the remainder of that period only. The game can continue at least until the end of that period. (This does not apply if the player is ‘replaced’ for the remainder of the match.)
- (4) Minimum number of players per team to be on the field per game is 6.
 - (5) The game is played over four eight (8) minute quarters with a one (1) minute interval between quarters (this may be extended to 3 minutes for half time).
 - (6) Each player in the team is to play a MINIMUM of TWO UNBROKEN quarters of a match. See Pg 41 for further clarification.
 - (7) A player may be **temporarily** replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent (for the purpose of compliance with Law 6). Any replacement player, coming on in the first half, shall play out the match (to comply with Law 6).

NOTE: Temporary replacement of three (3) minutes is to count as part of the injured player’s playing time (refer to Law 6.) The injured player may return to the field later if able to do so.

VESTED PLAYERS

- (8) The Two Pass Law applies, with the following exemption that applies to ALL parts of the field:

FOR 8 YEARS:

The player at First Receiver (FR) will be identified with a vest of one colour (i.e. yellow). FR vests must be used in all 8 years matches, with nominated FR's to be substantially active in those positions. Players identified with vests are permitted to run from their nominated position, and be tackled before a minimum of two passes is performed, without their team turning over possession (unless it is after the 5th play-the-ball).

If any player without the FR vest runs from First Receiver, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

At a minimum in 8 years matches, players will be required to rotate vests following each quarter. A player who has worn a vest and rotates with another player, may not wear the vest again until it has been worn, in rotation, by all members of the team (injuries and reduced player numbers being the exception) during the game.

FOR 9 YEARS:

The player at First Receiver (FR) will be identified with a vest of one colour (i.e. yellow) and a player at Dummy Half will be identified with a vest of another colour (i.e. pink). DH and FR vests must be used in all 9 years matches, with nominated DH and FR's to be substantially active in those positions.

Players identified with vests are permitted to run from their nominated position, and be tackled before a minimum of two passes is performed, without their team turning over possession (unless it is after the 5th play-the-ball).

If any player without the DH vest (including the player nominated as First Receiver) runs from Dummy Half, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

If any player without the FR vest (including the player nominated as Dummy Half) runs from First Receiver, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

At a minimum in 9 years matches, players will be required to rotate vests following each quarter. A player who has worn a vest and rotates with another player, may not wear the vest again until it has been worn, in rotation, by all members of the team (injuries and reduced player numbers being the exception) during the game.

NOTE: A kick in general play can be regarded as a pass if re-gathered by an onside teammate.

NOTE: Vested players must be "substantially active" in these positions. Referees shall enforce this Law in the following manner, where there is a need to do so on field by:

- (i). issuing a warning to offending players;
- (ii). if the warning is not heeded, a penalty may be given against the offending team at the ruck, and a warning issued to the coach of the offending team;
- (iii). If warnings continue to go unheeded the Referee may award further penalties, and subsequently write an incident report at the completion of the match. The team may be the subject of sanctioning by the League's governing body under the Code of Conduct.

NOTE: In the case where a player wearing a vest is injured and leaves the field, the vest may be provided to another player who may only wear the vest until the expiry of that period of play.

FIELD/BALL

- (8) The field at ages 8 & 9 years measures 68 metres by 30 metres. A full description is in the Appendices under "SIZE OF FIELD".
- (9) A smaller ball (size 3) is used in the 8 & 9 years age groups (refer to page 25).

TACKLES/TACKLE COUNT

- (10) Each team, upon gaining possession, has six (6) tackles during which to maximise the use of this possession unless the tackle count is nullified in that time [Reference : International Law; Section 11, Note to Law 6 should be noted here re tackle completed].

The tackle count will commence after each set play or change of possession.

Zero tackle occurs as per the International Laws of Rugby League (Glossary, pg 7; Section 11, pg 25, Law 7(c); Section 8, pg 18; Law 2 – last paragraph.)

The Referee will count the tackles and signal the "5th and last" tackle in a fashion similar to the International Laws prescription. On the sixth tackle, the signal for the change of possession is in accordance with the International Laws.

NOTE 1: There is no "stripping" or stealing the ball in any contact situation at any time.

NOTE 2: For Under 8 years, breaches in goal (normally resulting in a dropout) will result in the tackle count being advanced and a play the ball out 5m.

PLAY THE BALL

- (11) The play-the-ball shall be as normal to the International Laws game except for the following:
 - (a) No marker to be present in the under 8's game;
 - (b) One marker only should be present in the under 9's game. The marker is not to touch the ball-carrier or ball or interfere with the play-the-ball in any way. The marker is not to move until the ball has been received by the first receiver - UNLESS the dummy half elects to run, kick or mishandles the ball;
 - (c) 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 Dummy Half elects to run, kick or mishandles the ball. Players of the side not in possession - apart from the marker, must retire five (5) metres from the play-the-ball area. Members of the team in possession must retire behind their Dummy Half.

SCRUMS/HANDOVER

NOTE: Scrums are not to be formed in the 6 – 12 year age groups.

- (12) Where an infringement or an error has occurred – and where the advantage law cannot be applied – the non-offending team shall play-the-ball to recommence play (Note: No closer than 10m from the goal line and 10m from the touchline).

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement), the Referee accidentally blows the whistle, or the ball bursts, the team which would have had the scrum feed (in the International Laws of the Game) will be awarded a play-the-ball. For a mutual infringement, this will be the attacking team (team with the territorial advantage). The initial play-the-ball will not be counted for the purposes of the tackle count (ie. A new set of 6 tackles will begin).

TRY

- (13) A try is scored in the normal way and is worth 4 points.

GOALS/CONVERSIONS

- (14) A goal may be attempted ONLY after a try has been scored.

The attempt may be taken by either place kick or drop kick. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another until all others of the same team (on the field at the time) have been given an attempt at a goal. This also applies at the awarding of an additional kick at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring the try.

NOTE: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.

All attempts at goal are taken from immediately in front of the goalposts. There is no minimum distance that the goal kicker is required to go back to from the goal line (as per International Laws). The kicker must, by either place or drop kick, kick the ball between the uprights and over the cross bar of the goalposts. The goal is worth two points. Only approved kicking tees may be used when a goal is attempted using a place kick.

STARTS/RE-STARTS OF PLAY

- (15) The kick off to commence each quarter is by place kick from the centre of the halfway line. The ball must travel at least 5 metres toward the opponent's goal line and land in the playing field.

For other kicks to start or re-start play, the non-kicking team is to retire five (5) metres and, except for a quarterway (i.e. 10m line) optional kick (tap kick for U8), allow the ball to travel five (5) metres.

At penalties and free kicks, the non-kicking team is to retire five (5) metres. If a player takes the ball back from a penalty kick, the original mark will be cancelled and the new mark is where the ball is to be kicked and opponents may advance to within 5 metres of the new mark.

Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground in the centre of the field 5m forward of the non-scoring teams goal line. The ball need not travel any prescribed distance. Ground cannot be made from the tap kick re-start.

NOTE: Should a team kick the ball downfield, the Referee will blow the whistle and instruct the team to retake the tap kick re-start in a correct manner.

KICKING

(17) Goal kicks are prescribed in Law (14). A kick at goal at a penalty is NOT ALLOWED.

Kicking is NOT ALLOWED in the Under 8 years except at -

- » starts of a period of play i.e kick off;
- » goal kicks
- » penalty kicks and quarterway restarts (these kicks must be tap kicks);

In the under 9 years, kicking in general play, is allowed - APART from -

- (a) "bombs" or "high up-and-unders"

NOTE: A "bomb" can be regarded as any kick aimed at gaining time for the "chasers", rather than distance, AND exerting pressure on the receiver. "Bomb-like" kicks are unacceptable at any (and all) phases of play.

- (b) attempts to score a drop/field goal.

If either of these kicks are attempted (unless the ADVANTAGE LAW applies) there will be a change of possession at the spot at which the kick was taken. The Referee will signal the changeover in accordance with International Law.

"Chip" punts, grubber kicks and kicks for touch are permissible. A handover (play-the-ball) to the non-kicking team shall be awarded at the point where the ball was kicked out on the full in general play (but no closer than 10 metres from the touchline and goal line).

PLAYER MISCONDUCT – SIN BIN/REPLACEMENTS

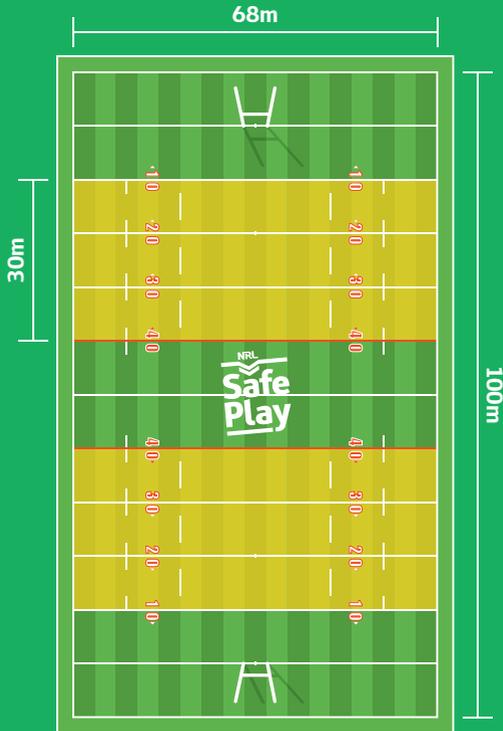
(18) The sin bin does not apply in the under 8 & 9 years' game. Should a player be guilty of such conduct that it "merits" a suspension from the field, then the Referee is to advise the player's team captain and/or coach of the problem and direct that the player be replaced. In this case the offending player would take no further part in the remainder of that quarter. A player replaced for a quarter, who resumes playing in a later quarter and is guilty of further misconduct must be dismissed (and shall not take part in that match or any other match in any older age group on that day). A replacement can be made under these circumstances. Any further action would be taken at the discretion of the match's controlling body.

NOTE: Match officials should signal whether a player has been rotated until the end of the period or permanently dismissed for the duration of the match. To differentiate between the two, the Referee will rotate his/her arms several times for a player needing to be rotated; a permanent dismissal shall be signalled as per the International Laws of the Game.

APPENDICES

1. SIZE OF FIELD/FIELD OF PLAY

68x30m



NOTE 1: When using witches' hats or cones, care must be taken in their placement to ensure the safety of the players.

NOTE 2: In-goal depth is normally 5 metres (maximum) to be added to the ends of the fields.

2. 8 & 9 YEARS: THE BALL

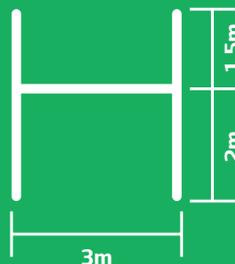
- A. A Size 3 ball is to be used in all 8 & 9 years matches.
- B. **WIDTH** of the ball is to be 154mm (with up to 2mm variation).
- C. **LENGTH** of the ball is to be 250mm (with up to 2mm variation).
- D. The colour of the ball may be either yellow or white.



Figure 1

3. UNDER 8 & 9 YEARS: GOAL POSTS

- » The posts and crossbar are to be made of 50mm diameter PVC tubing.
- » Heights, distances apart, etc., are as shown in Figure 1.
- » The crossbar is held in place by PVC tubular "T" pieces/junctions to suit.
- » Conversion attempts at goal may be taken by either drop or place kick.
- » Kicks are to be taken from immediately in front of the goalpost, with no minimum required distance (as per International Laws).
- » Goalposts must always be erected (and padded) in a fashion which ensures players' safety.



PART FOUR

10, 11 & 12 YEARS GAME MODEL

UNDER 10/11			UNDER 12						
	6 Tackles		80x48m Field Size		6 Tackles		100x68m Field Size		
	11 Players Per Team		20 mins x 2 Game Time		13 Players Per Team		20 mins x 2 Game Time		
	No Scrums		2 Pass Minimum		No Scrums		2 Pass Minimum		Defenders Stand Back 5m (1 Marker)
	Kicking in General Play Allowed (No Bombs)		Tap Restart on Halfway		Kicking in General Play Allowed (No Bombs)		Tap Restart on Halfway		Conversions Allowed

NOTE

The Laws of the International Game of Rugby League shall apply in 10 11 & 12 years subject to the following modifications, where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year.
- (2) Where possible, all players should be of the same age group, and play in that age group. Players may not play (to a maximum of one age group) "up an age group" without parental permission. Where combined age competitions exist state governing bodies may apply playing criteria.

TEAM/PLAYING TIME

- (3) Maximum number of players per team on the field at any one time is -
 - (a) eleven (11) at ages 10 & 11 years;
 - (b) thirteen (13) at age 12 years. At each game all players must play in accordance with Law 6.

At each game all players must play in accordance with Law 6.

A game must not commence if there are fewer players available for either team than the minimum number stipulated.

During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions.

If the number falls below the stipulated minimum because of –

- (i) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return;
 - (ii) A PLAYER BEING 'REPLACED' FOR MISCONDUCT, for the remainder of that period only. The game can continue at least until the end of that period. (This does not apply if the player is 'replaced' for the remainder of the match.)
- (4) Minimum number of players per team to be on the field per game is -
 - (a) eight (8) at ages 10 & 11 years;
 - (b) eleven (11) at age 12 years.
 - (5) The game is played over two twenty (20) minute periods or halves with a five (5) minute interval between.
 - (6) Each player in the team is to play a MINIMUM of ONE UNBROKEN HALF of a match (i.e. twenty (20) minutes). See Pg 41 for further clarification.

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.

- (7) A player may be temporarily replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent (for the purpose of compliance with Law 6). Any replacement player, coming on in the first half, shall play out the match (to comply with Law 6). The injured player may return to the field later in the match if able to do so.

NOTE: Temporary replacement of three (3) minutes is to count as part of the injured player's playing time (refer to Law 6.) The injured player may return to the field later in the match if able to do so.

VESTED PLAYERS

- (8) The Two Pass Law applies, with the following exemption that applies to ALL parts of the field:

The player at First receiver (FR) will be identified with a vest of one colour (i.e. yellow) and a player at Dummy Half will be identified with a vest of another colour (i.e. pink).

DH and FR vests must be used in all 10-12 Year matches, with nominated DH and FR's to be substantially active in those positions.

Players identified with vests are permitted to run from their nominated position, and be tackled before a minimum of two passes is performed, without their team turning over possession (unless it is after the 5th play-the-ball).

If any player without the DH vest (including the player nominated as First Receiver) runs from Dummy Half, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

If any player without the FR vest (including the player nominated as Dummy Half) runs from First Receiver, is tackled in possession without a minimum of two passes being performed, then his/her team will forfeit possession.

Players will be required to rotate vests following each period of play. A player who has worn a vest and rotates with another player, may not wear the vest again until it has been worn, in rotation, by all members of the team (injuries and reduced player numbers being the exception) during the game.

NOTE: A kick in general play can be regarded as a pass if re-gathered by an onside teammate.

NOTE: Vested players must be "substantially active" in these positions. Referees shall enforce this Law in the following manner, where there is a need to do so on field by:

- (i). issuing a warning to offending players;
- (ii). if the warning is not heeded, a penalty may be given against the offending team at the ruck, and a warning issued to the coach of the offending team;
- (iii). If warnings continue to go unheeded the Referee may award further penalties, and subsequently write an incident report at the completion of the match. The team may be the subject of sanctioning by the League's governing body under the Code of Conduct.

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 Dummy Half elects to run, kick or mishandles the ball.

Players of the side not in possession - apart from the marker, must retire five (5) metres from the play-the- ball area. Members of the team IN POSSESSION must retire behind their Dummy Half.

NOTE: In the case where a player wearing a vest is injured and leaves the field, the vest may be provided to another player who may only wear the vest until the expiry of that period (i.e. half) of play.

FIELD/BALL

- (9) The field at ages 10 & 11 years measures 80 metres by 48 metres. A full description is in the Appendices under "SIZE OF FIELD".

The field at 12 years is the International Laws field. i.e. 100 metres by 68 metres.

- (10) A smaller ball (size 4) is used in under 10, 11 & 12 years age groups (refer to page 33).

TACKLES/TACKLE COUNT

- (11) Each team, upon gaining possession, has six (6) tackles during which to maximise the use of this possession unless the tackle count is nullified in that time [Reference : International Law; Section 11, Note to Law 6 should be noted here re tackle completed].

The tackle count will commence after each set play or change of possession.

Zero tackle occurs as per the International Laws of Rugby League (Glossary, pg 7; Section 11, pg 25, Law 7(c); Section 8, pg 18; Law 2 – last paragraph.)

The Referee will count the tackles and signal the "5th and last" tackle in a fashion similar to the International Laws prescription. On the sixth tackle, the signal for the change of possession is in accordance with the International Laws.

NOTE: There is no "stripping" or stealing the ball in any contact situation at any time.

PLAY-THE-BALL

- (12) The play-the-ball shall be as normal to the International Laws game except for the following:

- (a) One marker only should be present. The marker is not to touch the ball-carrier or ball or interfere with the play-the-ball in any way. The marker is not to move till the ball has been received by the first receiver – UNLESS the Dummy Half (DH) elects to run, kick or mishandles the ball;

SCRUMS/HANDOVER

NOTE: Scrums are not to be formed in the under 10, 11 & 12 years.

- (13) Where an infringement or an error has occurred – and where the advantage law cannot be applied – the non-offending team shall play-the-ball to recommence play. (Note: No closer than 10m from the goal line and 10 m from the touchline).

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement), the Referee accidentally blows the whistle, or the ball bursts, the team which would have had the scrum feed (in the International Laws of the Game) will be awarded a play-the-ball. For a mutual infringement, this will be the attacking team (team with the territorial advantage). The initial play-the-ball will not be counted for the purposes of the tackle count (i.e. A new set of 6 tackles will begin).

TRY

- (14) A try is scored in the normal way and is worth 4 points.

GOALS/CONVERSIONS

(15) FOR 10 AND 11 YEARS

A goal may be attempted ONLY after a try has been scored.

The attempt may be taken by either place kick or drop kick. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another until all others of the same team (on the field at the time) have been given an attempt at a goal. This also applies at the awarding of an additional kick at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring the try.

NOTE: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.

Goalposts are those of the International Laws field.

Method for use is outlined in Appendices.

All attempts at goal are taken from immediately in front of the goalposts. There is no minimum distance that the goal kicker is required to go back to from the goal line (as per International Laws). The kicker must, by either place or drop kick, kick the ball between the uprights and over the cross bar of the goalposts. The goal is worth two points. Only approved kicking tees may be used when a goal is attempted using a place kick.

FOR 12 YEARS

Conversion attempts - only after a try has been scored - are to be taken by a place kick only. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another until all members of the same team (on the field at the time) have been given an attempt at a goal; this also applies at the awarding of an additional kick at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring a try.

NOTE: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.

Goalposts are those of the International Laws field.

There is no minimum distance that the goal kicker is required to go back to from the goal line (as per International Laws). The position from which the kick will be taken will alter:

- (a) For a try scored between the touch line and a line 20 metres in-field from touch, the conversion attempt will be taken along the 20 metre line in-field from the touch line.
- (b) For tries scored between the 20 metre lines inside each touch line, the conversion attempt will be taken in line with where the try was scored (as in International Law). See diagram Pg 34.

STARTS/RE-STARTS OF PLAY

- (16) The kick off to commence each half is by place kick from the centre of the halfway line. For kick offs, goal line dropouts and 20m dropouts, the ball must travel at least 10 metres toward the opponent's goal line and land in the playing field

For other kicks to start or re-start play, the non-kicking team is to retire five (5) metres. If a player takes the ball back from a penalty kick, the original mark will be cancelled and the new mark is where the ball is to be kicked and opponents may advance to within 5 metres of the new mark.

- (17) Following a try, (and subsequent conversion attempt) the non-scoring team will re-start play with a tap kick to be taken, in rotation, by all members of the team. – the ball must be placed on the ground from the centre of the halfway line - the ball need not travel any prescribed distance. Ground cannot be made from the tap kick re-start. The initial tackle after the tap kick re-start shall be Tackle 1.

NOTE: Should a team kick the ball downfield, the Referee will blow the whistle and instruct the team to retake the tap kick re-start in a correct manner.

KICKING

- (18) Goal kicks are prescribed in Law (14). A kick at goal at a penalty is NOT ALLOWED.

Kicking, in general play, is allowed - APART from -

- (a) "bombs" or "high up-and-unders"

NOTE: A "bomb" can be regarded as any kick aimed at gaining time for the "chasers", rather than distance, AND exerting pressure on the receiver. "Bomb-like" kicks are unacceptable at any (and all) phases of play.

- (b) attempts to score a drop/field goal.

If either of these kicks are attempted (unless the ADVANTAGE LAW applies) there will be a change of possession at the spot at which the kick was taken. The referee will signal the changeover in accordance with International Law.

"Chip" punts, grubber kicks and kicks for touch are permissible. A handover (play-the-ball) to the non-kicking team shall be awarded at the point where the ball was kicked out on the full in general play (but no closer than 10 metres from the touchline and goal line).

- (c) The 40/20 International Law applies (Under 12 Age Division only).

PLAYER MISCONDUCT – SIN BIN/REPLACEMENTS

- (19) The sin bin does not apply in the 10-12 years' game. Should a player be guilty of such conduct that it "merits" a suspension from the field, then the Referee is to advise the player's team captain and/or coach of the problem and direct that the player be replaced. In this case the offending player would take no further part in the remainder of that period of play. A player replaced for a period of play, who resumes playing and is guilty of further misconduct must be dismissed (and shall not take part in that match or any other match in any older age group on that day). A replacement can be made under these circumstances. Any further action would be taken at the discretion of the match's controlling body..

NOTE: Match officials should signal whether a player has been rotated until the end of the period or permanently dismissed for the duration of the match. To differentiate between the two, the Referee will rotate his/her arms several times for a player needing to be rotated; a permanent dismissal shall be signalled as per the international Laws of the Game.

APPENDICES

1. SIZE OF FIELD/FIELD OF PLAY

48x80m



IN-GOAL:

The area between the International Laws goal line and the line 10 metres from, and in front of, it. The touch in-goal lines are the portions of the two lines 10 metres from the International Laws field's touch lines. Goalposts are part of the dead ball line (for 10 and 11 years ages. Full international size field is used in Under 12).

NOTE:

When using witches' hats or cones, care must be taken in their placement to ensure the safety of the players.

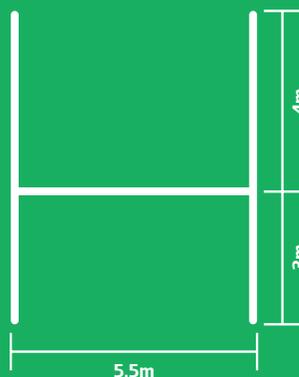
2. 10, 11 & 12 YEARS: THE BALL

- A. A Size 4 ball is to be used in all 10, 11 & 12 years matches.
- B. **WIDTH** of the ball is to be 162mm (with up to 2mm variation).
- C. **LENGTH** of the ball is to be 270mm (with up to 2mm variation).
- D. The colour of the ball may be either yellow or white.
- E. The ball should be inflated to a pressure of approx. 69kpa



3. UNDER 10, 11 & 12 YEARS: GOAL POSTS

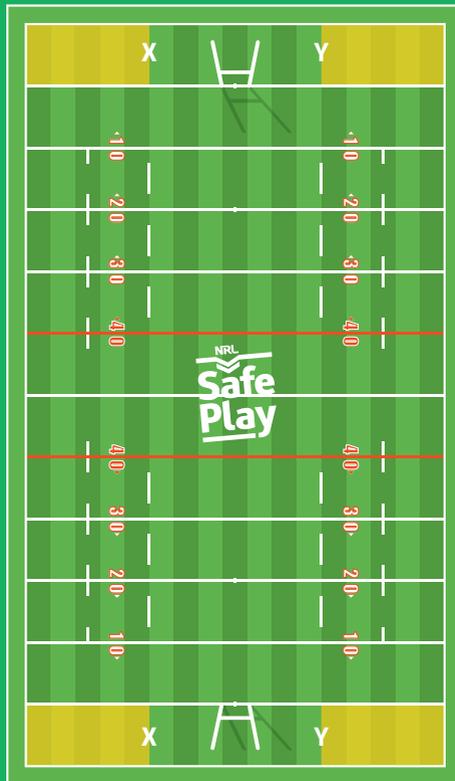
- » Are to be those of the International Laws format:
i.e. Cross-bar 5.5 metres long and 3 metres from ground.
- » Upright to be greater than 4 metres long.
- » Kicks are to be taken from in front of the goalposts - using either place kick or drop kick (place kick only in Under 12's).
- » Kicker must attempt the conversion of the try as outlined in Law 16.
- » A player, having attempted a kick at goal, may not attempt another until others of the same team, on the field at the time, have been given an attempt at goal as in Law (16).



APPENDICES (continued)

4. GOALS/CONVERSIONS (see Law 16) AT 12 YEARS

Plan of the Playing Field



- (a) For tries scored between X and Y or in the in-goal area behind XY, the conversion is to be taken in the playing field directly opposite the scoring point (as in the International Laws).
- (b) For tries scored "outside" X and Y or in the in-goal areas behind "X to the corner post" and "Y to the corner post", the conversion is to be taken in the playing field opposite X or Y.

SAFE PLAY CODE

6 TO 15 YEARS (SUMMARY)

The Safeplay Code is to be enforced across all 6-15 years matches. In summary:

- » Tackles above the armpits are not permitted;
- » Dangerous tackles:
 - » The tackler's legs cannot be used to trip, or in a throw movement;
 - » Adopting a crotch hold is not permitted;
 - » Shoulder charges are not permitted;
 - » A ball-carrier cannot be lifted
 - » Ankle taps are not permitted
 - » Aggressive palms are not permitted. The ball-carrier cannot "thrust" out an arm to contact the defender above the shoulder.
 - » Slinging/swinging is not permitted, nor is a player able to push an opponent.
 - » Dangerous flops are not permitted. A defender cannot drop or fall on a player who is lying on the ground (placing a hand on the player to affect the tackle is most suitable).
- » Surrender (in the tackle). The ball-carrier may surrender in the tackle. Defenders must not complete the tackle.
- » Verbal abuse/Foul language is not permitted. The use of threatening or offensive language is not permitted.
- » Scrums: Pushing or pulling in, or rotating a scrum is not permitted.

ADVANTAGE AND THE SAFEPLAY CODE

When a try has been scored in the same play in which the act of misconduct occurred, the penalty kick, additional to the conversion, will be awarded in front of the goal posts. A kick at goal must be taken from the penalty kick (place or drop) and play re-started from the centre on the half-way line irrespective of the outcome of the kick.

In the Under 6 and Under 7 age groups (in the absence of conversions, and subsequent penalty kick for goal) the act of misconduct must still be dealt with, and shall result in the offending player being cautioned or being asked to be replaced for the remainder of the period.



LAWS READY REFERENCE

FOR 6-12 YEARS

AGE GROUP	6	7	8
NUMBER OF PLAYERS (MAXIMUM)	6	6	8
NUMBER OF PLAYERS (MINIMUM)	4		6
MATCH DURATION	4 x 8 mins		
MINIMUM PLAYING TIME (UNBROKEN)	2 Periods		
BREAK TIME	3 mins at half time		
FIELD SIZE	40 x 20m	40 x 20m	68 x 30m
DISTANCE FROM PLAY-THE-BALL			
TEAM IN POSSESSION	Behind the Dummy Half, except for the person playing the ball		
TEAM <u>NOT</u> IN POSSESSION	5 metres		
MARKERS	Not allowed		
MARKERS ALLOWED TO MOVE	N/A		
TEAM IN <u>DEFENCE</u> ALLOWED TO MOVE	When the First Receiver has ball in hand or acting half back fumbles or runs		
RESULT FROM A KNOCK ON, FORWARD PASS OR PLAYER RUNS OR IS TACKLED INTO TOUCH	Chances. Play-the-ball to the team in possession, tag count continues. Referees to call Chance and the next tackle count	Handover (unless an advantage is gained) to the non-offending	
NUMBER OF TACKLES/TAGS	6		
ZERO TACKLE/TAG	A zero tackle/tag will be signalled when the non-offending team gains possession of the ball from		
PASSES REQUIRED TO CONTINUE THE TACKLE/TAG COUNT	1	2 Except when FR (from the FR position), elects to run the ball, and is tackled without passing	

9	10	11	12
8	11	11	13
6	8		11
	2 x 20 mins		
	1 Period		
5 mins at half time			
68 x 30m	80 x 48m	80 x 48m	100 x 68m (full field)
1			
When the First Receiver has ball in hand or Dummy Half fumbles, runs or kicks			
team			
om a knock on, forward pass, or accidental offside. The initial tackle from a 20m restart will be a zero tackle			
2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tackled without passing			

LAWS READY REFERENCE

FOR 6-12 YEARS

AGE GROUP	6	7	8
KICK-OFFS			
DISTANCE BALL TO TRAVEL AT START TO BEGIN PERIODS FROM HALF WAY	5 metres		
AFTER SCORING	Tap kick to non-scoring team (at 5m line)		
GOAL LINE & 20M DROP KICKS	No goal line or 20m Drop Kick		
CONVERSIONS	No conversions		
KICKING IN GENERAL PLAY	No		
DISTANCE AWAY AT PENALTIES & FREE KICKS			
OFFENDING TEAM	5 metres		
ATTACKING TEAM	Behind the ball in all grades		
OFFENCES AT PENALTIES AND FREE KICKS			
OFFENDING TEAM	Penalty 5m back from the mark		
KICKER'S TEAM	Handover at the mark		
PENALTIES FOR BREACH IN TOUCH OR IN GOAL	5 metres directly in field opposite the breach 5 metres out from the goal line opposite the breach		
SCRUMS	No scrums. Handover occurs at the point where a scrum would have been packed		
HANDOVERS			
» FOR INCIDENTS IN FIELD OF PLAY » FOR INCIDENTS IN GOAL » FOR BALL IN TOUCH » FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE	» Where the incident occurs » 10 metres (5 metres in ages 6-9) in field opposite the incident » 10 metres (5 metres in ages 6-9) in field opposite where ball is deemed to be out » 10 metres (5 metres in ages 6-9) from touch and 10 metres from goal line		
MUTUAL INFRINGEMENT	PTB to attacking team (i.e Team with territorial advantage). Zero tackle/tag will apply		

9	10	11	12
		10 metres	
Non-scoring team takes a place kick from the centre of half way (i.e: a tap kick) Ground cannot be made from the tap kick			
5 metres	10 metres		
Drop or place kick in front of goal, no minimum distance back (taken in rotation)			Place kick opposite the scoring position, no minimum distance back, and at least 20m from touch line (taken in rotation)
Yes (no bombs)			
5 metres			
Penalty 5m back from the mark			
		10 metres directly in-field opposite the breach 10 metres out from the goal line opposite the breach	

GLOSSARY

BOMB:

Any kick which is aimed at gaining time for the chasers, rather than distance, and exerts pressure on the receiver. Also referenced as “bomb-like.”

CHANCE:

As applied only in Under 6 age groups, is to be awarded to a team when one of their players knocks on or throws a forward pass in the field of play and the player, or an onside teammate, regathers the ball, or the ball/ball-carrier enters touch.

DUMMY HALF (DH):

The player who first plays at, or takes possession of, the ball after a teammate completes a play-the-ball.

FIRST RECEIVER (FR):

The player who first plays at, or takes possession of, the ball after it is transferred to that player by an onside transfer/pass from the Dummy Half.

PERIOD OF PLAY:

The section of time during a quarter (6-9 years) or a half (10-12 years).

QUARTERWAY LINE:

Is the line stretching from touchline to touchline, 20m out from the goal line of the prescribed age group.

REPLACE PLAYER:

Means for the Referee to direct a player, who is guilty of misconduct which merits suspension, from the playing field. The player who is directed from the playing field is allowed to be replaced by a teammate.

SAFEPLAY CODE:

A set of rules, additional to the Laws of the Game, to be applied from the Under 6 to Under 15 age groups (inclusive) which emphasises safety and good conduct within Rugby League. It is mandatory that a penalty be awarded for any infringement of the SafePlay Code.

SUBSTANTIALLY

ACTIVE:

Refers to the Two Pass Variation Law where DH and FR vests are used. Players are required to be in a position to perform these vested roles for the majority of plays in each set of tackles.

TAP KICK RE-START:

Is the re-start taken from the centre of the Halfway Line, after points have been awarded, by the non-scoring team. The ball must be placed on the ground and released, and the player must make contact with the ball with the foot. The ball need not travel a prescribed distance. This re-start must be rotated amongst the players on the field.

TRANSFERS/PASS:

Means for a player to intentionally pass, throw, hit or kick the ball to a teammate. A pass, throw, hit or kick to oneself is not a **transfer/pass**.

UNBROKEN PERIOD OF PLAY:

Is from the start of the quarter/half through to when the Referee calls time on that quarter/half. Each player must play at least two full quarters or one full half (depending on age) unless prevented to do so through injury. A player may be temporarily replaced if injured – but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent. The replacement player shall play another unbroken period of play (to comply with Law 7). Temporary replacement of three (3) minutes is to count as part of the injured player's playing time. (Refer to Law 7).

VESTED PLAYER:

Refers to a player in the 8-12 years game who is wearing a vest to signify that they are the designated Dummy Half (DH) or First Receiver (FR). At a minimum, vests must be rotated at the end of each period of play in the 8 – 12 year age groups

IMPORTANT NOTES 6 – 12 YEAR AGE GROUPS:

1. Law 6:

“Each player in the team is to play a MINIMUM of ONE UNBROKEN HALF of a match (i.e. twenty (20) minutes). 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.”

In the 10 -12 year age groups, this means that:

Players are able to be replaced in either half of the match, however:

- If a player replaces another player during the first half of a match , both these players must play the entire second half of the match.
- If no players are replaced in the first half, then all replacement players must play the full second half.
- A player who is replaced in the second half of a match must have played the full first half of the match.

In the 6 – 9 years age groups, the above applies, but in respect to (two) quarters rather than halves.

Please note that Law 7 refers to the replacement of injured players, and should be read in conjunction with the above.

2. Weight/Age Models – State Leagues

League Governing Bodies may choose to adopt weight/age models where the relevant (age-based) Laws shall apply.

Rugby League's Beliefs

Positive

- › The ability to see opportunities in the face of adversity.
- › The willingness to stand up for our beliefs and empowering others to do the same.
- › The commitment to stand up and be recognised as a brand ambassador.
- › The tenacity to do something despite how hard it is or how long it takes to achieve.

United

- › Recognising and respecting our differences in the pursuit of achieving a common goal.
- › Putting the game ahead of individual needs and personal agenda.
- › Be a source of motivation and support to those around me.
- › Commitment to a culture of respect, honesty, and trust.

Disciplined

- › Say what we are going to do and do what we say.
- › Have the strength to make the right decisions, placing facts ahead of emotion.
- › Take responsibility for your own actions and the impact they have on others and the wider game.
- › Champion processes, procedures, and the governing principles of the game.

Inclusive

- › Engaging and empowering everyone to feel welcome in our game.
- › Reaching out to new participants and supporters.
- › Promoting equality of opportunity in all its forms.
- › Respecting and celebrating diversity in culture, gender, sexuality and social background.



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