



*by*  
*PETER D. CORCORAN OAM*

**FEBRUARY 2016**  
**RUGBY LEAGUE LAWS of**  
**MINI FOOTY & MOD LEAGUE**

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Peter D. Corcoran OAM.

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AUTHOR: PETER D. CORCORAN OAM

## AUTHOR



From 1977 – 2006, Peter was the ARL National Director of Coaching (1977 – 1994), ARL National Manager Coaching & Refereeing (1994 -2000) and, finally, ARLD National Education Manager ( 2000 – 2006). From 2006, Peter has been an Educational Consultant, a Director of the Newcastle Knights RLFC and a Member of the NSW Government Sporting Injuries Committee. It was he who designed the Modified Games Program of both the MINI FOOTY and MOD LEAGUE formats – a program adopted by the ARL in 1982 and used to the present day..

Peter’s career spanned many years of teaching in High Schools and lecturing (U / NSW) – and as many seasons of successful coaching in several sports.. He is author of many technical books & articles on Rugby League and sports coaching. He has been a Member of both the Australian Council for Health, Physical Education and Recreation (ACHPER) and Sport Medicine Australia (SMA) since their inception in the 1970’s.

He has coached and lectured throughout Australia and overseas. He was Head Coach of the ARL National Youth Group during its lifespan; Coach of the A.R.L.’s 1st President’s XIII which played the P.N.G.R.L. Kumuls on the occasion of their 10th Anniversary of Independence in 1985; and, Manager and Co-Coach of the Oceania XIII which played Europe in Paris on the occasion of the French RL 75th Anniversary in 1983. He was, for many years, Patron of the Tasmanian Rugby League. He is a Life Member of the Australian Tertiary Students Rugby League and the NSWRL.

For over a decade and a half, Peter was Chairman of both the Federal Government’s Australian Coaching Council (A.C.C.), the A.C.C. Technical Committee, and was Deputy Chairman of Sport Coaches Australia. Over the years, he has been a member of many committees dealing with coaching, sport safety and coach and refereeing education, including 26 years as a Director of YouthSafe / SpineSafe – and organisation involved in the welfare of youth and, in particular, those with spinal injuries.

Peter was awarded the Medal in the Order of Australia (OAM) in the Australian Day 1988 Honours List for his Services to Sport and, in particular, the game of Rugby League. In 1989, Peter was awarded the Confederation of Australian Sports Fellowship of Distinction. In 1998, he was the recipient of the A.C.C.’s Eunice Gill Award for Services to Coach Education and Coaching. In 2002, Peter was made a Fellow of the Australian Institute of Company Directors and the Institute of Sports Management. In 2003, he was awarded the NSW Sports Federation Distinguished Service Award; the Sport Industry Australia (CAS) High Distinction Award and the ASC Ausport Officials’ Development Award.

Peter was recognised in 2014 by Rugby League’s International Federation for his service to the game, being presented with the “Spirit of Rugby League” Award.

## OPTION – 9 YEARS - STATE LEAGUE DETERMINED

- Extensive discussion and research in the early 2000's considered the effects of playing Mini Footy from U. 6's to U. 9's – a period of 4 years for this very early introduction to Rugby League..
- Since 2004, then, there has been an Option in vogue for the Under 9's / 9 years in Club / Regional competitions where participation numbers and maturation levels have called for the consideration of an alternative competition structure at that age.

This Option will continue. Therefore, in 2016:-

- (1) In the U.9s ~ where justifiable conditions exist, some Leagues may decide to continue to play Mini Footy while others advance to Mod League. In those competitions, Mini Footy would be played for three age groups – i.e. U. 6's to U. 8's, with Mod League being played from U.9's to U. 12's (the final year being played with further modifications to the standard Mod League format).
- (2) Some Clubs / Regions may continue to play Mini Footy in the lower U.9 Divisions only – divisions where the maturation and skill level could be considered lower, while the upper divisions could commence to play the Mod League option.

The Author wishes to dedicate the production of this Law Book to Frank Johnson OAM, Reg Dick, Darrel Chapman, Michael Cullen, Norm Smith, George Thompson and Eric Cox OAM..

Peter D. Corcoran OAM

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# PART ONE

# MINI FOOTY



## NOTE

The Laws of the International Game of Rugby League shall apply in MINI FOOTY 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) Mini Footy is to be used for ages up to and including 8 Years, with an option for 9 years to proceed to Mod League, with permission, if justifiable conditions exist.
- (3) Players, in each age level of competition, must be of the same age group. Players are not to play “up an age” or in higher age groups without parental approval.

### TEAM/PLAYING TIME

- (4) Maximum number of players on the field at any one time is 8. When more than 8 players are in attendance at a match then all players MUST play in accordance with Law 7.
- (5) The minimum number of players allowed on the field per team per match is 6. Should less than 6 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.)
- (6) All matches are to be played over three ten (10) minute periods with a three (3) minute interval between periods.

- (7) Each player is to play a MINIMUM OF ONE UNBROKEN PERIOD of ten (10) 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.]

A player, having played an UNBROKEN period of play and been replaced, may be used at a later period as a replacement for a player who has also completed an unbroken period of play and not been replaced, or, for a player who has been injured or suspended.

- (8) 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).

**NOTE:** Temporary replacement of three (3) minutes is to count as part of the injured player's playing time. (Refer to Law 7).

- (9) Each team shall consist of three forwards, a halfback and four other backs.

## FIELD/BALL

- (10) The field measures 68 metres x 30 metres for ages up to 8 years. If a League wishes to play Mini Footy at 9 years, the field may be increased to measure 68 metres x (maximum of) 40 metres. A full description is given under "Field of Play". MINI FOOTY goalposts - see under "Mini Footy Goalposts".
- (11) The "Mini" game has its own "mini" ball. A full description and details of the ball are under "Mini Footy Ball" later in this outline (Page 18).

## TACKLES/TACKLE COUNT

- (12) Possession is retained for a period of four (4) 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 "3rd and last" being signalled by the raising of an arm vertically with three fingers fully extended [Reference : International Law; Section 11; Note to Law 6 should be noted here regarding a tackle being completed.]. On the fourth (4th) tackle (or at any change of possession) 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.

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



## SAFEPLAY CODE: 6 TO 15 YEARS

The Safeplay Code is to be enforced across the Modified Games.

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;
  - No vertical lift in a tackle is permitted;
  - A ball-carrier cannot be lifted and driven;
  - Intentionally lifting the leg/foot of the ball-carrier is not permitted
- **Vicious palm is not permitted.** The ball-carrier cannot "thrust" out an arm to contact the defender above the shoulder.
- **Slinging is not permitted.** The use of the ball-carrier's arm, or jersey, to sling, or swing, a player is not permitted
- **Sandbagging (Flopping) is 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. When small and/or inexperienced players are involved in a "surrender" situation, 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.

Note (ii) Misconduct (including those covered under the Safeplay Code and Section 15 of the International Laws) against an opponent in the act of scoring a try in the Under 6 and Under 7 age groups (in the absence of conversions, and subsequent penalty kick for goal) **must** still be dealt with, and shall result in the offending player being cautioned, being asked to be replaced for the remainder of the period or, in more serious instances, for the duration of the match. This also applies when a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter (the imminent factor), as per the Safeplay Code.

## PLAY - THE - BALL

- (13) The play-the-ball shall be as normal in the International Laws. However:
- (a) No markers are allowed.
  - (b) The acting halfback and the player receiving the ball from the acting halfback 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. (Two Pass Law)
  - (c) **Should the defending team play the ball within their own "quarter" - i.e. 20 metres from its own goal line (i.e. the area between the International Laws touch line and 20 metre line) then THIS LAW applies only to the acting halfback - only the acting halfback, then, MUST pass the ball for the tackle count to continue.** At any change of possession, the referee's signal will be in accordance with International Law.
  - (d) At the play-the-ball, no member of the team NOT IN POSSESSION is to move forward until the ball is in the hands of the FIRST RECEIVER or the acting halfback elects to run 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 acting halfback.

## SCRUMS

**NOTE:** Scrums are not to be formed in the Modified Games.

- (14) Where an infringement, or an error, has occurred and a scrum normally be formed, the non-offending team shall play the ball to recommence play, but no closer than 5 m from 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 4 tackles will begin).

**NOTE:** For under 6 years, when a player knocks-on, or passes the ball forward to a teammate in the field of play, the Referee shall call "chance" and the

number of the tackle advanced by one, so that the team in possession retains possession, other than after the 4th (and last) tackle, 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 tackle. Should a player knock-on and the ball is gathered by an onside teammate, then the “Chance Rule” shall apply. (International Laws apply to breaches in the in-goal area.)

## TRY

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

The Referee will signal the try in the fashion normal to the International Law situation. Should a player be illegally interfered with in the act of scoring a try, an additional kick at goal will be awarded (other than in the 6 & 7 years age groups where conversions are not taken). In any such circumstance of unfair play, the value of the try will be four (4) points. A penalty try is worth four (4) points.

## GOALS/CONVERTING A TRY – 8 YEARS AND ABOVE

- (16) A goal may be attempted ONLY after a try has been scored. The attempt may be taken by either drop kick or place kick. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another till 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. The goalkicker will go back a minimum of 5 metres from the goal line. The kicker must, by either place or drop kick, kick the ball between the uprights and over the crossbar 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

- (17) Following a try, (and subsequent conversion attempt 8 years + above) the non-scoring team will re-start play with a tap kick - 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 place kick re-starts are to be taken, in rotation, by all members of the team, as in Law 16 re attempts at conversion after a try has been scored. The initial tackle after the tap kick re-start shall be Tackle 1.

For other kicks to start or re-start play, the non-kicking team is to retire five (5) metres and, except for a quarterway optional kick, allow the ball to travel five (5) metres. At penalties and free kicks, the non-kicking team is to retire five (5) metres.

**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.

- (18) Penalties for in-goal breaches, normally taken 10 metres from the goal line are still to be taken from that line.

## REFEREES/TOUCH JUDGES

- (19) Referees may, during the game, explain the Laws and the reasons for their rulings. Such explanations should be kept brief!
- (20) The “home” team is to see that the field is prepared, ensure that a Mini Footy ball (or balls) is (are) available and see that the Referee is present, and is ready to start the game.

## COACHES

- (21) **COACHES ARE NOT NORMALLY TO BE ON THE FIELD.**

They may, to assist the very young, be present on the field:-

- in any competitions structured entirely for 6 years players;
- during Round ONE (ONLY) of any official 7 years age group competitions.

However - At any TIME, should a coach direct a comment at the Referee or comment on the referee’s performance, the coach will be instructed to leave the field - IMMEDIATELY, and may be subject to further sanctions.

## KICKING

(22) Kicking is NOT ALLOWED in Mini Footy except at -

- starts of play - i.e. halfway, goal line and quarterway line;
- penalty kicks (where a kick - but NOT a “bomb”, may be taken to gain a better field position);

**NOTE:** 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.

- “Bomb-like” kicks are unacceptable at any (and all) phases of play.
- free kicks (these kicks must be tap kicks);
- goal kicks (8 years and above only).

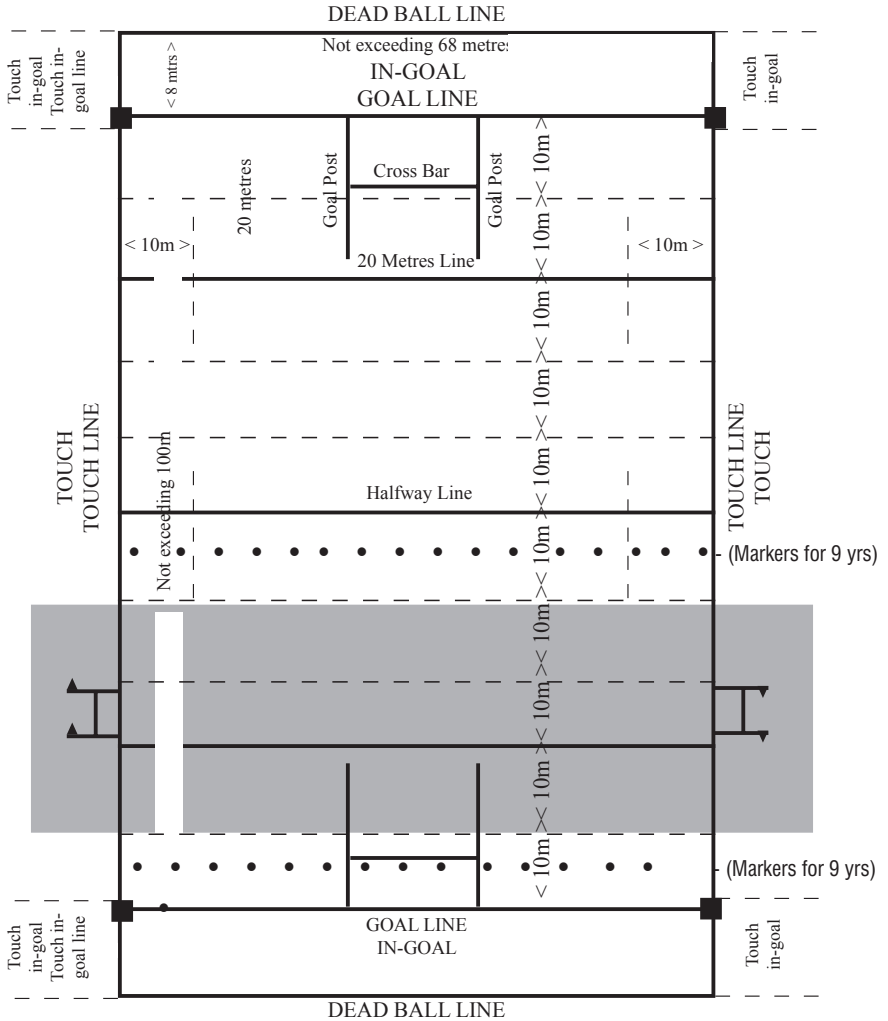
Should a kick (other than the above) be attempted during a match there will be a change of possession at the spot at which the kick was taken unless ADVANTAGE LAW applies.

## SIN BIN

(23) The SIN BIN does NOT apply in the MINI FOOTY 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 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 or the match (or any other match in any older age group on that day) depending on the referee’s instruction re period or match. A player replaced for a period, who resumes playing in a later period AND is guilty of further misconduct MUST be dismissed WITHOUT REPLACEMENT. (International Laws apply here.) (Any further action would be taken at the discretion of the match’s controlling body).

# APPENDICES

## 1. SIZE OF FIELD



## 2. FIELD OF PLAY

- **OVERALL DIMENSIONS:** For 6, 7 and 8 years, to measure approx. 68 metres (width of regulation-size field) by 30 metres (from 10 metre line to 40 metre line) of regulation field.

**At nine years, the field may be enlarged to measure 68 metres x (maximum of) 40 metres - see diagram on previous page. (Caution is required in the positioning of the field and the markers - see IMPORTANT below).**

- **HALFWAY:** That part of the line stretching between the centres of the goal lines of the regulation field and across the “mini” field as outlined above and in the diagram.
- **QUARTERWAY (1/4 WAY):** The “line” stretching from side to side of the “mini” field 20 metres from the touch line of the adult field, ie. the 20m “scrum line”.
- 10 metres and 5 metres lines are to be “judged” by the referee.
- **IN-GOAL:** Touch in-goal line is 8 metres (max.) from the “mini” goal line (i.e. touch line of adult field).

- NOTES:**
- (1) This in-goal depth measurement is to be regarded as a maximum. No minimum applies although a reasonable depth should be used depending on the available space.
  - (2) When using witches’ hats, stakes or the like, care must be taken in their placement to ensure the safety of the players.

## IMPORTANT - SAFETY CONSIDERATION

### Where Mini Footy is played at 9 years.

- The MINI FOOTY field on pg.14 shows the positioning of one (larger) 9 years field. SHOULD TWO such 9 years matches be played simultaneously on the same International Laws field - the other 9 years field would be similarly positioned on the other half of the International Laws field.
- Should either a 6, 7 or 8 years field be marked on one half of an International Laws field and a 9 years (larger) field on the other, the 9 years match MAY BE PLAYED between the 10m line and halfway on the International Laws field i.e. the need for markers is eliminated.

### 3. PLAYER IDENTIFICATION

8	PROP FORWARD	FORWARDS
9	HOOKER	
10	PROP FORWARD	

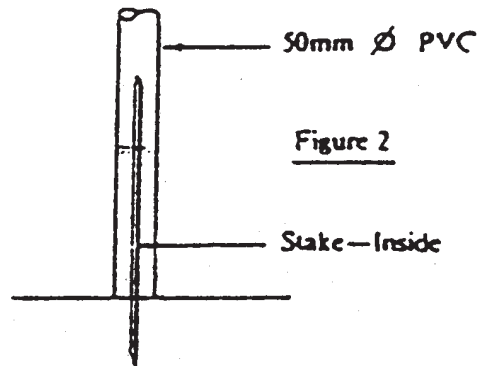
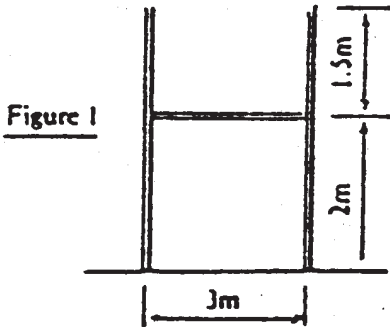
7	HALFBACK	BACKS
6	FIVE-EIGHTH	
3	CENTRE	
2	WINGER	
5	WINGER	

1	The number of Reserves is to be determined - and regulated, by the local League with Law 7 kept in mind	RESERVES
4		
11		
12		
13		
(&		
More)		



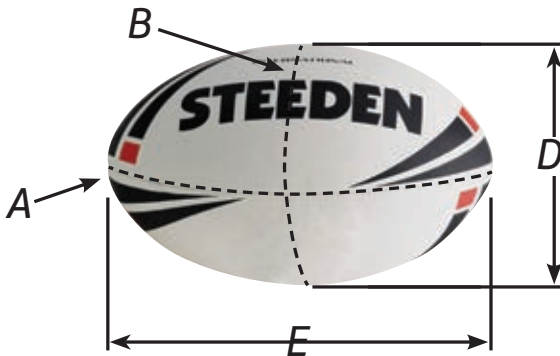
## 4. MINI FOOTY GOALPOSTS

- 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.
- The goalposts are erected at both ends as shown in Figure 2.
- Kicker must retire a minimum of 5 metres from the goalposts and may attempt the goal by either drop or place kick.
- Kicks are to be taken from immediately in front of the goalpost. Relevant only to 8 years and 9 years
- Goalposts must always be erected (and padded) in a fashion which ensures players' safety.



## 5. MINI FOOTY BALL

- A. LONG CIRCUMFERENCE: This follows the “long” seam length of the ball. This length is to be  $640\pm 5\text{mm}$ .
- B. SHORT CIRCUMFERENCE: The length “about the middle” of the ball ... the dotted line on diagram above gives the position of this dimension. It is to be  $484\pm 5\text{mm}$ .
- C. The ball is to be inflated to a PRESSURE of approx. 60 kpa.
- D. The WIDTH of the ball is to be  $154\pm 2\text{mm}$ .
- E. The LENGTH of the ball is to be  $250\pm 2\text{mm}$ .
- F. The WEIGHT of the “mini” ball, when dry, will be  $350\pm 5\text{g}$ .
- G. The Mini Footy ball is to be used in all Mini Footy matches.
- H. The colour of the ball may either be yellow or white.





# PART TWO

# MOD LEAGUE



The Laws of the International Game of Rugby League shall apply in MOD LEAGUE 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) Mod League is a game of Rugby League for ages 10-12 years (inclusive) with an option for 9 years if justifiable conditions exist.
- (3) 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” without parental permission.

## TEAM/PLAYING TIME

- (4) Maximum number of players per team on the field at any one time is -
  - (a) eleven (11) at ages 9, 10 & 11 years;
  - (b) thirteen (13) at age 12 years.

At each game all players must play in accordance with Law 7.

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) Minimum number of players per team to be on the field per game is -
    - (a) eight (8) at ages 9, 10 & 11 years;
    - (b) eleven (11) at age 12 years.
  - (6) The game is played over two twenty (20) minute periods or halves with a five (5) minute interval between.
  - (7) 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.

- (8) 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. Any replacement player, coming on in the first half, shall play out the match (to comply with Law 7).

**NOTE:** Temporary replacement of three (3) minutes is to count as part of the injured player's playing time ... refer to Law 7.

- (9) Each complete team at ages 9, 10 & 11 years consists of five (5) forwards, (three (3) front rowers and two (2) second rowers) and six (6) backs (halfback, five-eighth, two (2) centres and two (2) wingers).

At 12 years, each complete team consists of six (6) forwards and seven (7) backs - positions as for the International Laws and game.

## FIELD/BALL

- (10) The field at ages 9, 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.

- (11) The MOD LEAGUE match ball has its own size and shape. A full description of the ball is in Appendices under "MOD LEAGUE BALL".

## TACKLES/TACKLE COUNT

- (12) The format is a limited tackle one. 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.

## SAFE PLAY CODE: 6 TO 15 YEARS

The Safeplay Code is to be enforced across the Modified Games.

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;
  - No vertical lift in a tackle is permitted;
  - A ball-carrier cannot be lifted and driven
  - Intentionally lifting the leg/foot of the ball-carrier is not permitted
- **Vicious palm is not permitted.** The ball-carrier cannot “thrust” out an arm to contact the defender above the shoulder.
- **Slinging is not permitted.** The use of the ball-carrier's arm, or jersey, to sling, or swing, a player is not permitted
- **Sandbagging (Flopping) is 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. When small and/or inexperienced players are involved in a “surrender” situation, defenders must not complete the tackle.
- **Verbal abuse/Foul language is not permitted.** The use of threatening or offensive language is not permitted.
- **Scrum.** Pushing or pulling in, or rotating a scrum is not permitted.

## PLAY-THE-BALL

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

- (a) **One marker ONLY is to be always 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 Acting Halfback elects to run, kick or mishandles the ball;**
- (b) The ball must always be played backwards;
- (c) The Two Pass Law applies, with the following exemption that applies to ALL parts of the Mod League field:

The player at First receiver (FR) will be identified with a vest of one colour (i.e. yellow) and a player at Acting Halfback (i.e. dummy half (DH)) will be identified with a vest of another colour (i.e. pink).

DH and FR vests must be used in all Mod League 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 all ages, players will be required to rotate vests following each period (i.e. half) of play. A player who has worn a vest and rotates with another player, may not wear the vest again during the game.\*

- (d) At the play-the-ball, no member of the team NOT IN POSSESSION is to move forward until the ball is in the hands of the FIRST RECEIVER or the Acting Halfback elects to run, kick or mishandles the ball.

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 Acting Halfback.

**Note (1):** 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. The injured player may not wear the vest again. (Remember - one vest worn once during a match).

**Note (2):** A kick in general play can be regarded as a pass if re-gathered by an onside teammate.

**Note (3)\*:** In the event of extra time being played to determine a winner, teams may choose to use the two original DH and FR players in those positions for the first half of extra time, and the two second half vested players in those positions during the second half of extra time.

## SCRUMS

**Note:** Scrums are not to be formed in the Modified Games.

- (14). 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 (ie. A new set of 4/6 tackles will begin).

## TRY

(15) **A try is scored in the normal way and is worth 4 points.**

The Referee will signal the try in the fashion normal to the International Law situation. Should a player be illegally interfered with in the act of scoring a try, an additional kick at goal will be awarded. The value of a try will be worth (4) points a penalty try is worth (4) points a successful conversion kick is worth 2 points, and any additional (foul play) penalty kick after the conversion is worth (2) points.

## GOALS/CONVERTING A TRY

(16) **For (9), 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 till 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. The goalkicker will go back a minimum of 10 metres from the goal line. 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.

While the place kick will be taken from no closer than 10 metres from the goal line (as for ages (9), 10 and 11 years), the position from which the 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 33.

## STARTS/RE-STARTS OF PLAY

- (17) Following a try, (and subsequent conversion attempt) the non-scoring team will re-start play with a tap kick - 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 (16). 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).

## REFEREES / TOUCH JUDGES

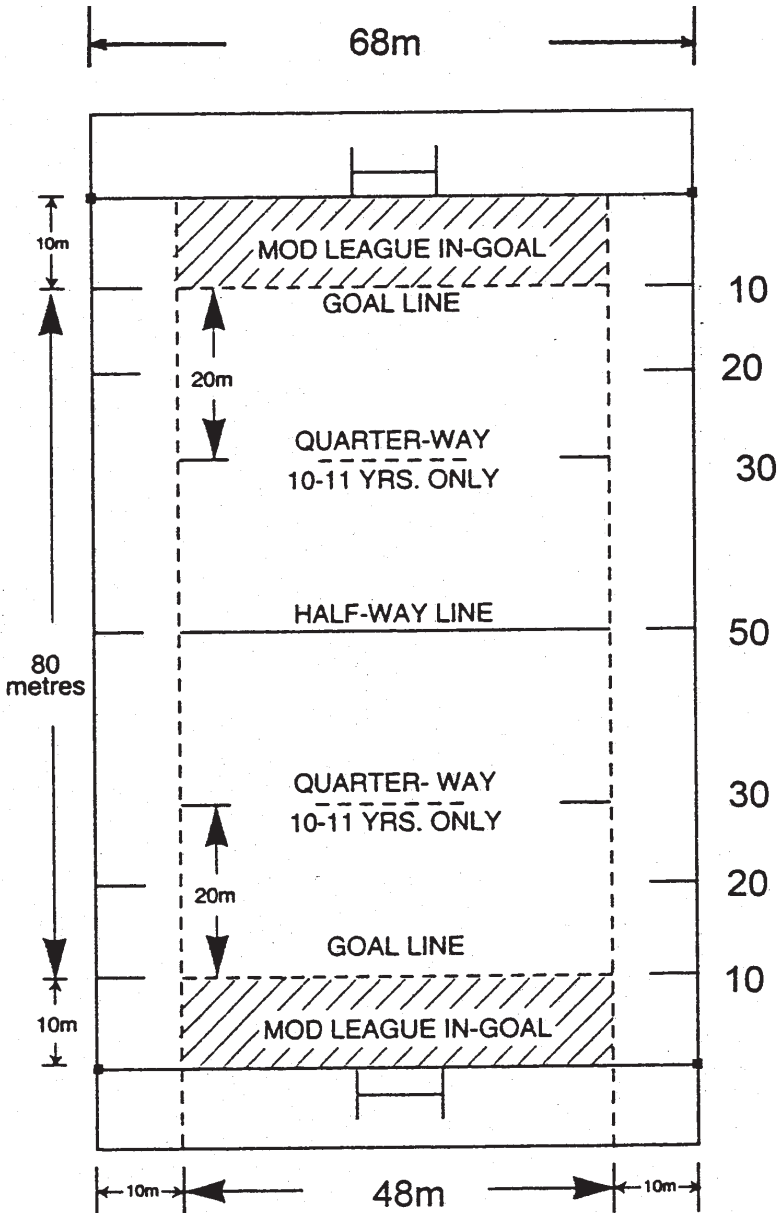
- (19) Referees may, during the game, explain the rules and the reasons for their rulings. Such explanations should be kept brief! Where possible, official Touch Judges should be used in Mod League matches.

## SIN BIN

- (20) The SIN BIN does NOT apply in the MOD LEAGUE 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 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 half or the match (or any other match in any older age group on that day) depending on the referee’s instruction re half or match. A player - replaced in the first half, who later resumes in the second half (e.g. injury replacement) AND is guilty of further misconduct MUST be dismissed WITHOUT REPLACEMENT. (International Laws apply here.)(Any further action would be taken at the discretion of the match’s controlling body).

# APPENDICES

## 1. SIZE OF FIELD



## 2. FIELD OF PLAY

(9), 10 and 11 YEARS

- **OVERALL DIMENSIONS:**

- \* 80 metres long; 48 metres wide.

- \* Boundaries are the lines 10 metres from International Laws touch lines and goal lines.

- **HALFWAY:** is the halfway of the International Laws field.

- **QUARTERWAY (1/4 WAY):** is the 30 metre line of the International field.

- **IN-GOAL:** is that 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.

**N.B.** If markers or witches' hats are to be used to outline the MOD LEAGUE field then they are to be placed in positions where they represent NO RISK to the health and well-being of the player - e.g. a metre or two from the actual MOD LEAGUE playing area.

### 12 YEARS

Size of field is as used for the International Laws game. See pgs. 14 & 27. The 20m line is the quarterway line.

### 3. PLAYER IDENTIFICATION

#### 1. At (9), 10 and 11 YEARS

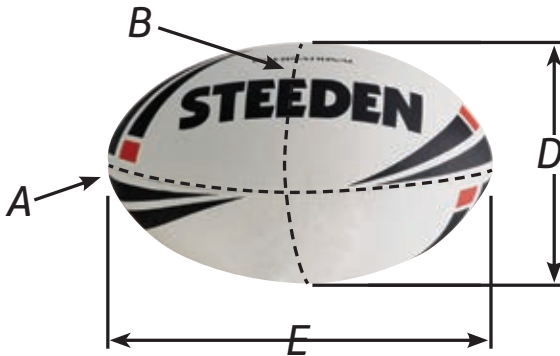
8	PROP FORWARD	These are the FORWARDS
9	HOOKER	
10	PROP FORWARD	
11	SECOND ROW	
12	SECOND ROW	
7	HALFBACK	The Team's BACKS
6	FIVE-EIGHTH	
5	WINGER	
3	CENTRE	
4	CENTRE	
2	WINGER	
1,13 and others	RESERVES	Number of Reserves to be determined by the Junior Rugby League with Law 7 kept in mind.

## 2. At 12 YEARS

8	PROP FORWARD	These are the FORWARDS
9	HOOKER	
10	PROP FORWARD	
11	SECOND ROW	
12	SECOND ROW	
13	LOCK FORWARD	
7	HALFBACK	The Team's BACKS
6	FIVE-EIGHTH	
5	WINGER	
3	CENTRE	
4	CENTRE	
2	WINGER	
1	FULLBACK	
14,15 and others	RESERVES	Number of Reserves to be determined by the Local League -with Law 7 kept in mind.

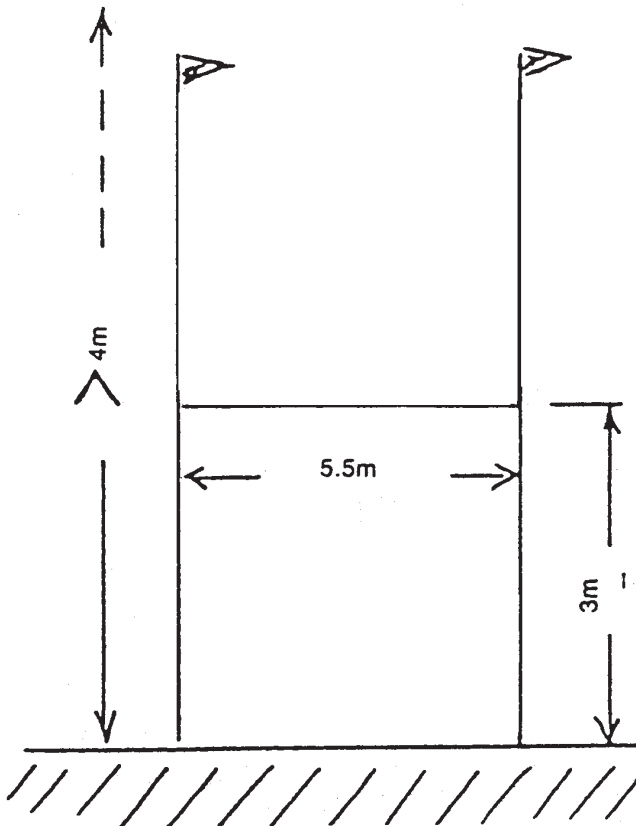
## 4. MOD LEAGUE BALL

- A **LONG CIRCUMFERENCE:** This follows the “long” seam length of the ball. This length is to be  $690 \pm 5$ mm.
- B **SHORT CIRCUMFERENCE:** This is the length about the “middle” (or girth) of the ball ... it is  $510 \pm 5$ mm.
- C **INFLATION PRESSURE:** Ball to be inflated to a pressure of 69kpa.
- D **WEIGHT** of the ball, when DRY, will be  $400 \pm 2$ mm.
- E **LENGTH** of the ball is to be  $270 \pm 2$ mm.
- F **WIDTH** of the ball is to be  $162 \pm 5$ g.
- G The MOD LEAGUE ball is to be used in all MOD LEAGUE matches.



## 5. GOALPOSTS

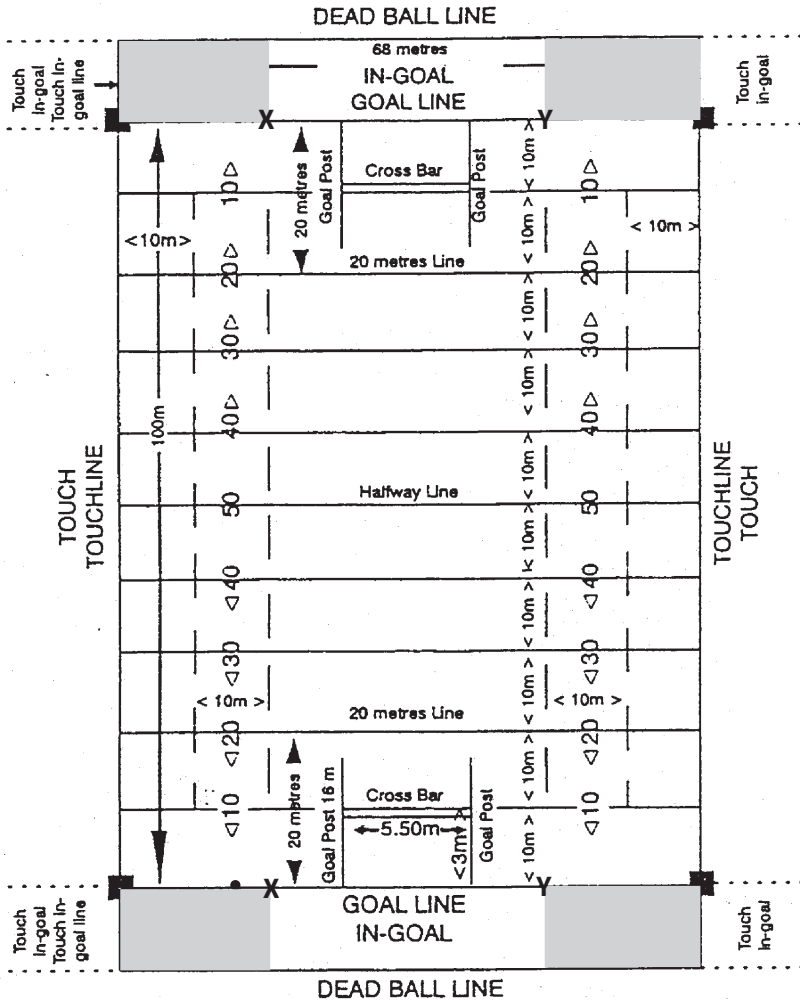
- Are to be those of the International Laws format:
  - i.e. Cross-bar 5.5 metres long and 3 metres from ground. Upright to be greater than 4 metres long.
- Kicks are to be taken from in front of the goalposts - using either place kick or drop kick.
- Kicker must attempt the conversion of the try as 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).





## 6. GOALS/CONVERTING A TRY (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.



# LAWS READY REFERENCE FOR MINI FOOTY & MOD LEAGUE

AGE GROUP	Mini	
	6	7
NUMBER OF PLAYERS (MAXIMUM)	8	
NUMBER OF PLAYERS (MINIMUM)	6	
MATCH DURATION	3 x 10 min	
MINIMUM PLAYING TIME (UNBROKEN)	1 period	
BREAK TIME	3 min	
FIELD SIZE	30 x 68 m	
DISTANCE FROM PLAY-THE-BALL		
- TEAM IN POSSESSION	Behind the acting	
- 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 1 <sup>st</sup> receiver	
RESULT FROM A KNOCK ON OR FORWARD PASS	Chances. Play the ball to the team in possession, tackle count continues. Referees to call "Chance" and advance the tackle count	
NUMBER OF TACKLES	4	
ZERO TACKLE	A zero tackle will be signalled when the	
PASSES REQUIRED TO CONTINUE THE TACKLE COUNT	2	
ONE PASS ZONE (DISTANCE FROM OWN GOAL LINE)	Mini (Inside their own quarter)	

	Mod			
8	9*	10	11	12
		11		13
		8		11
		2 x 20 min		
		1 period		
		5 min		
		48 x 80m		68m x 100m (full field)
halfback (Dummy Half), except for the person playing the ball				
		5 metres		
		Mandatory (Must have 1)		
		** See below		
has ball in hand, or the acting halfback fumbles, runs, or kicks (in Mod)				
Handover (unless an advantage is gained) to the non-offending team				
		6		
non-offending team gains possession of the ball from a knock-on, forward pass, or accidental offside. The initial tackle from a 20m re-start 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.		
		N/A		

	Mini		
AGE GROUP	6	7	
<b>KICK OFFS</b>			
DISTANCE BALL TO TRAVEL AT START TO BEGIN PERIODS FROM HALF WAY.	5 metres		
AFTER SCORING	Non-scoring team takes a tap kick		
GOAL LINE AND 20M DROP KICKS	5 metres		
VALUE OF TRIES	4		
CONVERSIONS	6's and 7's: No conversions		
KICKING IN GENERAL PLAY	No		
DISTANCE AWAY AT PENALTIES & FREE KICKS			
OFFENDING TEAM	5 metres		
ATTACKING TEAM			
<b>OFFENCES AT PENALTIES AND FREE KICKS</b>			
OFFENDING TEAM	Penalty 5m back from the original penalty		
KICKERS TEAM			
PENALTIES FOR BREACH IN TOUCH OR IN-GOAL	10 metres directly in field		
SCRUMS	No scrums. Handover		
<b>HANDOVERS</b>			
<ul style="list-style-type: none"> <li>FOR INCIDENTS IN FIELD OF PLAY</li> <li>FOR INCIDENTS IN-GOAL (E.G. HELD UP LAST TACKLE)</li> <li>FOR BALL IN TOUCH</li> <li>FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE</li> </ul>	<ul style="list-style-type: none"> <li>Where the incident occurs</li> <li>MOD = 10 metres in field opposite the incident</li> <li>MOD = 10 metres in field opposite where ball is</li> <li>MOD = 10 metres from touch and 10 metres from</li> </ul>		
SAFEPLAY CODE	Applicable to all ages from 6 years to 15 years, inclusive.		
MUTUAL INFRINGEMENT	PTB to Attacking Team (i.e. Team with Territorial advantage).		

\* 9 years – may be Mini Footy or Mod League – State League determined.

		Mod		
8	9*	10	11	12
10 metres				
from the centre of halfway, which is not required to travel a prescribed distance forward.				
10 metres				
4				
8's, 9's, 10's and 11's: Drop or place kick in front of goal 10m from goal line 12's: Place kick opposite the scoring position, 10m from goal line and at least 20m from touch line				
Yes (no bombs – applies to all phases of play, including re-starts and penalties)				
10 metres				
Behind the ball in all grades				
mark Penalty 10 metres back from the original penalty mark.				
Handover at the mark				
opposite the breach 10 metres out from the goal line opposite the breach				
occurs at the point where a scrum would have previously been packed.				
MINI = 5 metres in deemed to be out goal line MINI = 5 metres in MINI = 5 metres x 5 metres				
Refer to Code at <a href="http://www.playnrl.com">www.playnrl.com</a>				
Zero tackle will apply.				

## 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 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 them from the Dummy Half.
- PERIOD OF PLAY:** The section of time during a third (of Mini Footy) or a half (of Mod League).
- 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. This may be for the period of play, or for the remainder of the match. 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.
- 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 third/half through to when the Referee calls time on that third/half. Each player must play at least one full third or 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 Mod League who is wearing a vest to signify that they are the designated Dummy Half (DH) or First Receiver (FR).

#### **A Note on Laws 13(c)**

The spirit and intent of the Two Pass Variation Law is that nominated DH and FR players “are substantially active” in these positions. This means that these players are in position to perform those vested roles for the majority of plays in each set of tackles. Failure of teams to play within the spirit and intent of this Law may be considered in breach of the NRL’s Code of Conduct, and sanctions may apply, determined by the League’s governing body.

# Rugby League's Values

## Excellence

- » Valuing the importance of every decision and every action
- » Striving to improve and innovate in everything we do
- » Setting clear goals against which we measure success
- » Inspiring the highest standards in ourselves and others

## Courage

- » Standing up for our beliefs and empowering others to do the same
- » Being prepared to make a difference by leading change
- » Putting the game ahead of individual needs
- » Having the strength to make the right decisions, placing fact ahead of emotion



**Australian Government**

**Australian Sports Commission**

## Inclusiveness

- » 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 and social background

## Teamwork

- » Encouraging and supporting others to achieve common goals
- » Committing to a culture of honesty and trust
- » Motivating those around us to challenge themselves
- » Respecting the contribution of every individual



**National Rugby League**

ABN: 23 082 088 962

Rugby League Central Driver Avenue

Moore Park NSW 2021

T: 02 9359 8500

[www.nrl.com](http://www.nrl.com)