



Junior Rugby League Laws: 8-12 Years Official 2020



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Junior Rugby League Laws: 6–12 Years

First Edition 2017 Fourth Edition 2020

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



2020 RUGBY LEAGUE PARTICIPATION - INTRODUCTION

What I love most about Rugby League is that it is much more than a game.

It is a place to express yourself, to have fun, stay healthy, make friends and be part of a community.

Rugby League played a big part in my life from a young age, providing me with an opportunity to connect with my local community that no other sport could.

That's the beautiful power of this great game. Teammates can become lifetime friends. Your family, just fans in amongst the crowd and your local club another pleasant extension of your family.

Central to my role as Chairman of the Australian Rugby League Commission (ARLC) is ensuring as many people of all ages and abilities enjoy themselves playing rugby league. Whatever the program, format and team they are involved in.

As our game evolves, we must continue to improve and enhance our guidelines to ensure rugby league offers simple, safe formats for everyone to enjoy.

It is why the ARLC, together with the NRL and States, worked tirelessly to develop and establish a suite of modernised game modules across all age groups that focus on player safety, teamwork, and most importantly, fun.

We have also invested significantly into making the most efficient technology, training and coaching available to all rugby leagues participants, clubs and schools online, for free and all at the touch of a button.

The results have been pleasing to date, with female participation leading the charge, but we have much more work to do.

We will continue to invest in the research and resources that our game and community require and expect, just as we will continue to value everyone involved in our game, at all levels, equally.

Thank you for being playing your part already, and I trust you, like me, will continue to enjoy your rugby league, whichever way you like, for life.

A handwritten signature in dark ink, reading 'Peter Vlandys'.

Peter Vlandys AM
Chairman, Australian Rugby League Commission





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PART ONE

8 & 9 YEARS

GAME MODEL

UNDER 8



6
Tackles



68x30m
Field Size



8 Players
Per Team



8 mins x 4
Game Time



No Scrums



2 Pass
Minimum



Defenders Stand
Back 5m
(No Markers)



No Kicking
in General Play



Tap Restart
on Halfway



Conversions
Allowed

UNDER 9



6
Tackles



68x30m
Field Size



8 Players
Per Team



8 mins x 4
Game Time



No Scrums



2 Pass
Minimum



Defenders Stand
Back 5m
(1 Marker)



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.

- (4) Games should commence with two teams of equal numbers on the playing field. If there is a discrepancy between team numbers that doesn't allow this in the first instance, to facilitate a game, it is permissible and recommended that the team with greater playing numbers provides players to the team with fewer players.

The recommended minimum number of players per team is 6. If recommended minimum playing numbers cannot be satisfied a game may commence at the discretion of the local league.

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 may continue at the discretion of the local league.

- (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.
- (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 and 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.

FIELD/BALL

- (8) The field at ages 8 & 9 years measures 68 metres by 30 metres. A full description is in the Appendices.
- (9) A smaller ball (size 3) is used in the 8 & 9 years age groups.

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.

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.

VESTED PLAYERS

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 period of play. A player who has worn a vest and rotates with another player, may not wear the vest again 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 period of play. A player who has worn a vest and rotates with another player, may not wear the vest again during the game.*

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 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 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/HANDOVER

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

- (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 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

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

GOALS/CONVERTING A TRY

- (15) 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

- (16) 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. Once a player has taken a kickoff to start the quarter that player may not take another kickoff until all other players of the same team have been given an opportunity to kick.

For kicks to start or re-start play, the non-kicking team is to retire five (5) metres. The quarter-way re-start is by tap-kick only.

Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground at 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 will 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.

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 tapped and opponents may advance to within 5 metres of the new mark.

Penalty for any breach in the in goal will be taken 5 metre from goal line in line with the infringement.

KICKING

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

Kicking, in general play is not allowed in the under 8 years. 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 – ROTATIONS AND REPLACEMENTS

- (18) 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 coach of the problem and direct that the player be replaced for either the remainder of the quarter or remainder of the game. A player replaced for the remainder of the quarter, who resumes playing in a later quarter and is guilty of further misconduct must be dismissed for the remainder of the game but may be replaced.

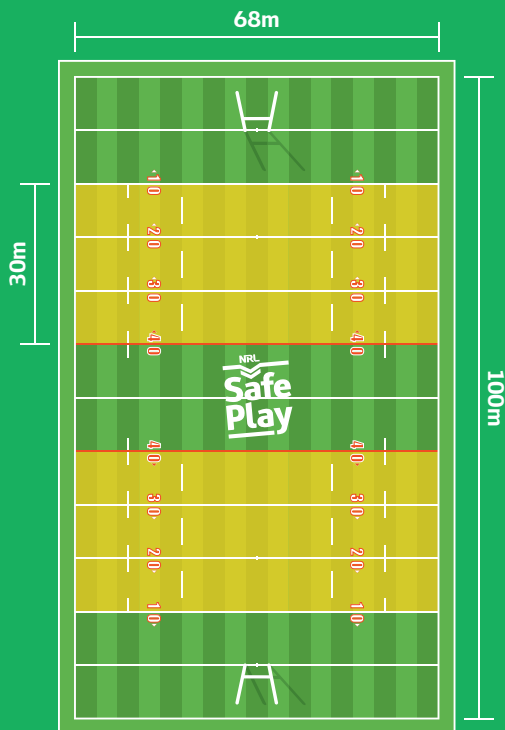
Any further action would be taken at the discretion of the match’s controlling body.

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

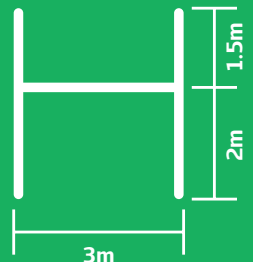
- A. A Size 3 ball is to be used in all 8 & 9 years matches.
- B. **WIDTH** of the ball is to be 154mm (with up to 2mm variation).
- C. **LENGTH** of the ball is to be 250mm (with up to 2mm variation).
- D. The colour of the ball may be either yellow or white.



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 THREE

10, 11 & 12 YEARS GAME MODEL

UNDER 10/11



6
Tackles



80x48m
Field Size



11 Players
Per Team



20 mins x 2
Game Time



No Scrums



2 Pass
Minimum



Defenders Stand
Back 5m
(1 Marker)



Kicking in General
Play Allowed
(No Bombs)



Tap Restart
on Halfway



Conversions
Allowed

UNDER 12



6
Tackles



100x68m
Field Size



13 Players
Per Team



20 mins x 2
Game Time



No Scrums



2 Pass
Minimum



Defenders Stand
Back 5m
(1 Marker)



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.

Games should commence with two teams of equal numbers on the playing field. If there is a discrepancy between team numbers that doesn't allow this in the first instance, to facilitate a game, it is permissible and recommended that the team with greater playing numbers provides players to the team with fewer players.

- (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.

If recommended minimum playing numbers cannot be satisfied a game may commence at the discretion of the local league.

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 may continue at the discretion of the local league.

- (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).

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.

TEAM/PLAYING TIME

- (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.

FIELD/BALL

- (8) 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.
- (9) A smaller ball (size 4) is used in under 10, 11 & 12 years age groups.

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.

PLAY-THE-BALL

- (11) 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;
 - (b) 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).
 - (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.

VESTED PLAYERS

- (12) 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.

At a minimum, in ages 10-12 years, 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.*

NOTE 1: 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 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/HANDOVER

NOTE: Scrums are not be 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/CONVERTING A TRY

(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.

NOTE – FOR AGES 10 – 12 YEARS:

In the event of extra time being played in Final Series matches, conversion attempts shall be taken in accordance with Law 14 above (i.e. players who have previously attempted a conversion may do so again – in rotation – during extra time).

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 26.

STARTS/RE-STARTS OF PLAY

- (16) The kick off to commence each half 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. Once a player has taken a kickoff to start the half that player may not take another kickoff until all other players of the same team have been given an opportunity to kick.

For kicks to start or re-start play, the non-kicking team is to retire five (5) metres. The quarter-way re-start is by tap-kick only.

Following a try, the non-scoring team will re-start play with a tap kick. The ball must be placed on the ground at 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 will 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.

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 tapped and opponents may advance to within 5 metres of the new mark.

Penalty for any breach in the in goal will be taken 5 metre from goal line in line with the infringement.

KICKING

- (17) 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 – ROTATIONS AND REPLACEMENTS

- (18) 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 for either the remainder of the half or remainder of the game. A player replaced for a half, who resumes playing in the second half and is guilty of further misconduct must be dismissed for the remainder of the game but may be replaced.

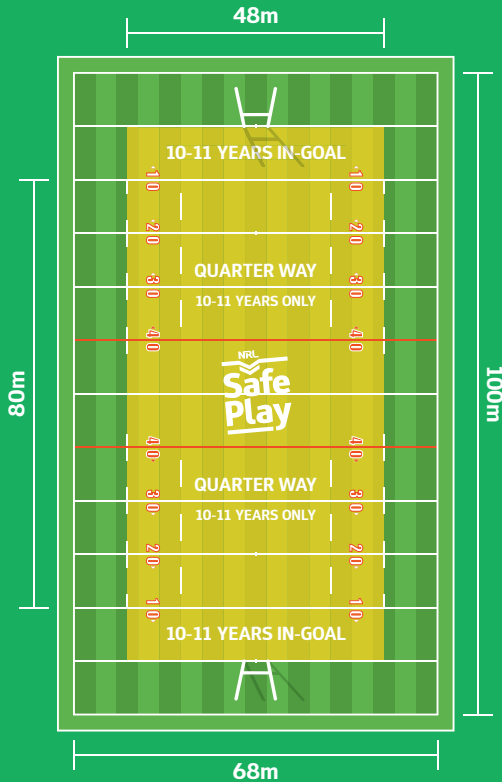
Any further action would be taken at the discretion of the match's controlling body.

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.

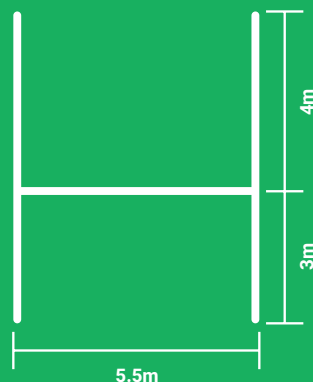
2. 10, 11 & 12 YEARS: THE BALL

- 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

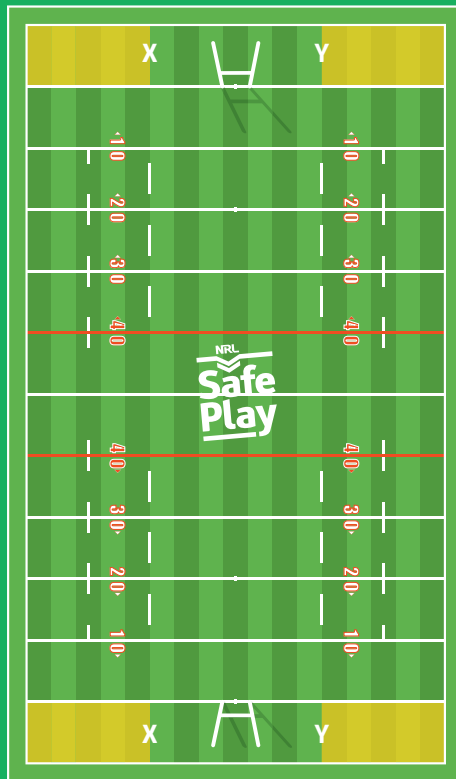
- » Are to be those of the International Laws format:
i.e. Cross-bar 5.5 metres long and 3 metres from ground.
Upright to be greater than 4 metres long.
- » Kicks are to be taken from in front of the goalposts - using either place kick or drop kick (place kick only in Under 12's).
- » Kicker must attempt 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/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.

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, being asked to be replaced for the remainder of the period or, in more serious instances, for the duration of the match.



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. 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.

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.

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.

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.

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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