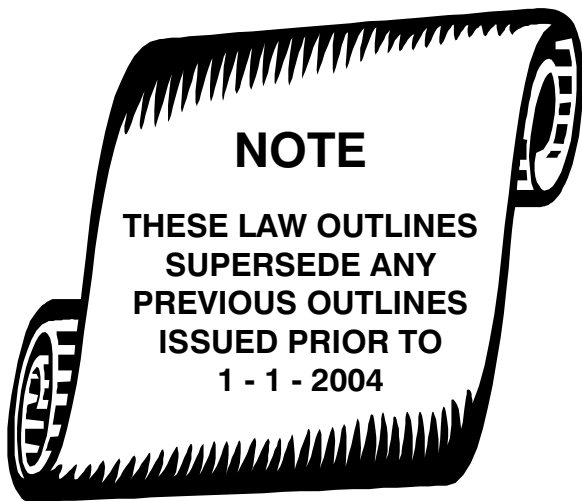


PART TWO



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**MOD LEAGUE
AND
MODIFICATIONS OF THE LAWS OF
THE (ADULT) GAME**



IMPORTANT

- These laws are the **ONLY** official Laws of Mod League.
- **Unauthorised** alterations are strictly forbidden.
- There are to be no unauthorised interpretations.

NOTE

The Laws of the (adult) Game of Rugby League shall apply in MOD LEAGUE subject to the following modifications (and ONLY THESE MODIFICATIONS) where applicable.

GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year ... or, as determined by the local J.R.L.
- (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.

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.(For further clarification see p.38)
At each game all players must play in accordance with Law 7.
- (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.(For further clarification see p.38)
- (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: (1) Temporary replacement of three (3) minutes is to count as part of the injured player's playing time ... refer to Law 7.

(2) Should a "blood bin" situation arise, the three minutes time limit does not apply.

- (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 adult 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 adult 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.

The tackle count will commence after each set play or change of possession. There will be no count at the tackle occurring -

- (i) after a player fields a kick from a start of play; penalty kick or free kick and is tackled before passing the ball;

- (ii) after a player who - (1) picks up a ball dropped by an opponent; (2) intercepts a pass; or (3) gains possession immediately after the ball has been deliberately played by an opponent (including permissible kicks in general play) - and is tackled before passing the ball;

On each of these occasions the tackle count commences at the NEXT tackle.

The referee will count the tackles and signal the “5th and last” tackle in a fashion similar to the adult Laws prescription. On the sixth tackle, the signal for the change of possession is in accordance with adult Law.

TACKLES/SAFE PLAY

To ensure safe play in Mini Footy, the following must be observed.

- A** When a tackle is being effected, NO CONTACT is permitted above the armpits.
- B** At any tackle, the ball-carrier MAY NOT BE tripped; slung or thrown; or lifted from the ground to be then driven to the ground to effect the tackle.
- C** The shoulder charge is NOT PERMITTED under any circumstances.

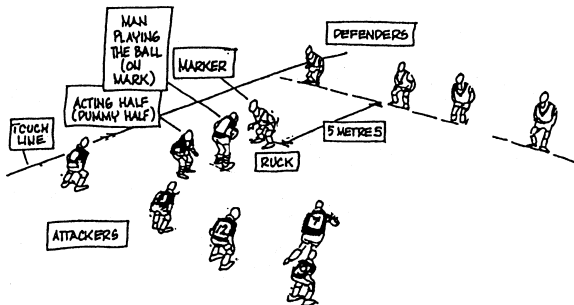
NOTE

- (1) Such occurrences are to be considered as dangerous and a penalty awarded.
- (2) Early “intervention” in these situations on the part of a referee will protect smaller players or those newer to the game.
- (3) In Mod League, “surrendering” (voluntary tackles) is permissible and, when it occurs, the tackler must not complete the tackle. Any player involved in the tackle may not drop, or fall, on the prone player.
- (4) The ball-carrier, at a tackle, may not thrust out an arm, palm of hand or fist to contact the tackler anywhere above the shoulder.
- (5) There is to be NO “stripping” or stealing the ball in ANY contact situation at any time.

PLAY-THE-BALL

(13) The play-the-ball shall be as normal in the adult Laws except for the following.

- (a) **One marker ONLY is to be always present. The marker is not to touch the ball-carrier or ball nor interfere with the play-the-ball in any way.**



The marker is not to move till the ball has been received by the 1st receiver - UNLESS the acting halfback elects to run, kick or mishandles the ball;

- (b) The ball must always be played backwards;
- (c) The acting halfback and the player receiving the ball from the acting halfback may either pass the ball or run. Should either elect to run, not score and be tackled, then their team forfeits possession.

Should the defending team play the ball within 10 metres of its own goal line then THIS LAW applies only to the acting halfback - i.e. ONLY the acting halfback must pass the ball. The tackle count continues.

At any change of possession, the referee's signal will be in accordance with adult 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, 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 the acting halfback.

SCRUM

- (14) A scrum at ages 9, 10 & 11 years, will consist of five (5) players; and, at age 12 years, six (6) players. Three (3) players are to be correctly bound as a “front” row. Two (2) players are to be correctly bound as a “second” row and they are to bind with the front row so that their heads are placed in the two spaces between the hooker and the front row forwards. At 12 years an additional player “locks” the scrum.

A scrum shall be packed ONLY when -

- (a) there is an infringement by BOTH sides, e.g. a double knock-on, except after five (5) play-the-balls;
- (b) the ball-carrier is held up over the opponent’s goal line, except after five (5) play-the-balls;
- (c) from a penalty kick the ball is touched by a member of the non-kicking team before entering touch.
- (d) there is an infringement involving the referee, a touch judge or a spectator.

Adult Law stipulations, re injured players, will always operate.

The following will apply when a kick for touch is attempted other than at a penalty kick.

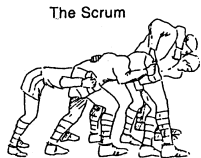
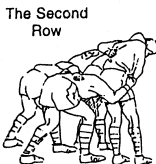
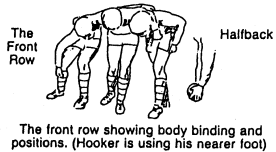
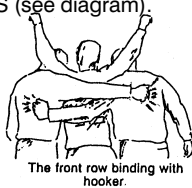
- (a) If the kick goes into touch on the full, play is restarted by a change of possession to the non-kicking team and the play-the-ball taken back where the kick originated except when the ball is kicked backwards and then it is brought 10m. in-field opposite where the ball crossed the touch line.

- (b) If the kick lands first in the field of play and then goes into touch there is a change of possession and a play-the-ball taken, by the non-kicking team, where the scrum would usually have been set, with the tackle count to be “zero”.
- (c) If the ball is deliberately played at by a member of the non-kicking side and then goes into touch, a member of the kicker’s team plays the ball where the scrum would usually have been set. “Zero” tackle count.
- (d) If the ball ricochets or rebounds from a member of the non-kicking team and then goes into touch, a member of the non-kicking team will play the ball where the scrum would usually have been set. Tackle count to be “1”.

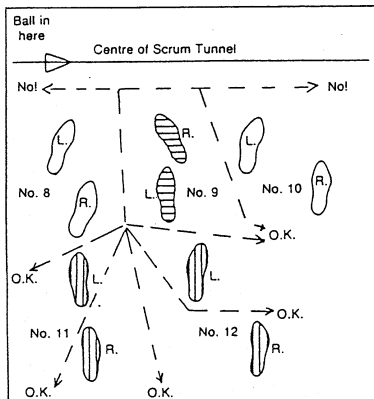
On other occasions when a scrum would have been set the ball merely “changes hands” and the non-offending side plays the ball. The two sets of forwards **MUST** pack with their backs parallel to the ground and face their opponents’ goal line till the ball has emerged properly from the scrum.

NO PUSHING, PULLING OR ROTATING A SCRUM IS PERMITTED.

ONLY the hookers may STRIKE for the ball and, then, only after it has touched the ground beyond the inner feet of the loose head forwards. The hooker must have one foot on the ground at all times. **All prop forwards MUST keep BOTH feet on the ground apart from the act of gaining or re-gaining balance.** In all scrums, the ball **MUST** emerge from behind the **INSIDE** legs of the **PROP FORWARDS** (see diagram).

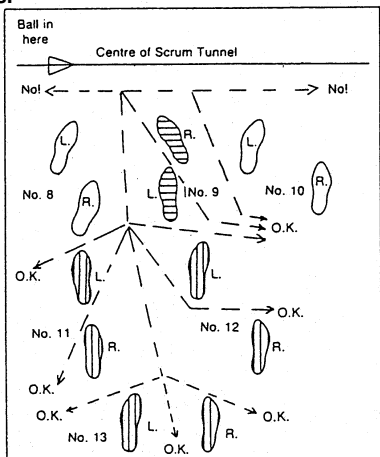


(a) at 9-11 Yrs.



The correct feet positions for a good, tight-packing scrum. Dotted lines show ball's "exit" possibilities. "Far Foot" hooking style used only as an illustration.

(b) at 12 Yrs.



The manner of feeding the scrums is in accordance with the adult Laws. The “non-feeding” halfback must adopt a position behind the scrum and the “feeding” halfback must retire behind the scrum immediately after the put-in. In Mod League, all players NOT in the scrum, are to retire behind their last row of forwards. When the ball emerges correctly from the scrum and is picked up by an on-side player then that player may either run or pass the ball but must not be caught in possession. If this ball-carrier is tackled with the ball while running in the field of play - unless scoring, a change of possession occurs.

If the player, who receives the ball from the scrum, is unable to either run or pass the ball and is tackled then play continues with a play-the-ball ... i.e. 1st tackle.

At any changeover the referee’s signal will be in accordance with adult Law.

NOTE

In 12 years Mod League, the halfback (or whomever receives the ball from the scrum), may run from the scrum, after winning the ball, without the risk of forfeiting possession.

TRY

(15) A try is scored in the normal way. A try scored after **2 or fewer than 2 passes** is worth **3 points**. **After 3 or more passes**, the try is worth **5 points**.

A pass may be defined as an onside transfer of the ball from one player to another. Should the try be worth 3 points, the referee will signal this in the fashion normal to the adult International Law situation. Should the try be worth 5 points, the referee - after signaling a try, will raise one arm vertically with five (5) fingers outstretched - thereby indicating the higher value. The referee WILL NOT LOWER his arm till notified by the result official that the score has been noted. Should a player be illegally interfered with in the act of scoring a try, an additional kick at goal will be awarded. In any such circumstance of unfair play the value of the try will be five (5) points regardless of the number of passes. A penalty try is worth five (5) 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.

Goalposts are those of the adult 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 place kick ONLY.

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.

Goalposts are those of the adult 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

- i.e. (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 Page 45)

STARTS/RESTARTS OF PLAY

- (17) Following a try, the non-scoring team will restart play with a place kick from the centre of the halfway line - the ball travelling 10 metres in a forward direction before either side touches it. Should the ball not travel this distance or be touched by either side then a penalty is awarded from the centre of the halfway line.
- At Starts/Restarts of play, if the ball travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite where the ball entered touch with a zero tackle count.
- For other kicks to start or restart play, the non-kicking team is to retire 10 metres and, except for the quarterway optional kick, allow the ball to travel 10 metres. At penalty and free kicks, the non-kicking team is to retire at least 10 metres also.
- (18) Scrums are to be set 10 metres from the MOD LEAGUE touch lines and goal lines. Penalties, for in-goal breaches, are still taken 10 metres from the goal line.



KICKING

- (19) 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 (e.g. for the “chasers”) rather than distance. “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 adult Law.
- “Chip” punts, grubber kicks and kicks for touch (subject to Law 14) are permissible.

REFEREES/TOUCH JUDGES

- (20) Neutral referees are to officiate at each game. Referees may, during the game, explain the Laws and the reasons for rulings. Such explanations must be kept BRIEF.
- (21) Touch judges are to be appointed by each team - one per team. They are to supervise the touch lines according to the adult Laws (and the Modifications). They are also to ensure that all spectators are well clear of the touch lines and that no one stands behind the goal lines. Should spectators encroach so as to disturb the game's progress then the touch judge must signal the referee to halt the game till the spectators move. The Touch Judges will also judge the goal kicks as outlined in Law 16.

COACHES

- (22) Coaches are **NOT TO BE ON THE FIELD AT ANY TIME DURING PLAY.**

SIN BIN

- (23) 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).



VERBAL ABUSE/FOUL LANGUAGE

The use of expletives and/or threatening or denigrating language is not to be tolerated.

Abusive/foul words, sledging and the use of direct or indirect comments which are threatening or belittling a teammate, an opponent, the referee, an official, or a spectator HAVE NO PLACE in any match environment.

Any occurrences of the above are to be regarded as serious MISCONDUCT and dealt with accordingly by the referee.

CLARIFICATION - LAWS 4,5 - p.27

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

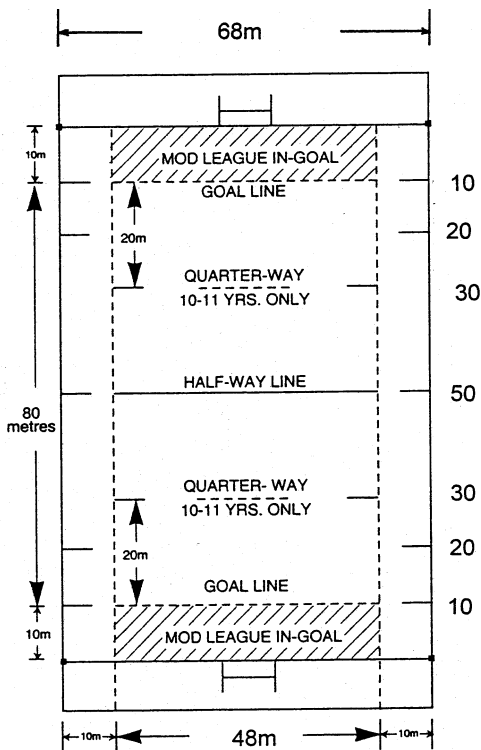
During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions.

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) THE BLOOD BIN, the game can continue until the player returns or until the end of that half. If the player cannot commence the next half the game must be forfeited
- (c) A PLAYER BEING 'REPLACED' FOR MISCONDUCT, for the remainder of that half, only. The game can continue at least until the end of that half. (This does not apply if the player is 'replaced' for the remainder of the match.)

APPENDICES

SIZE OF FIELD



FIELD OF PLAY

(9),10 and 11 YEARS

• **OVERALL DIMENSIONS:**

- * 80 metres long; 48 metres wide.
- * Boundaries are the lines 10 metres from adult Laws touch lines and goal lines.

• **HALFWAY:** is the halfway of the adult Laws field.

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

• **IN-GOAL:** is that area between the adult 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 adult 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 adult Laws game ... see pp. 16, 39. The 20m line is the quarterway line.



PLAYER IDENTIFICATION

1. At (9), 10 and 11 YEARS

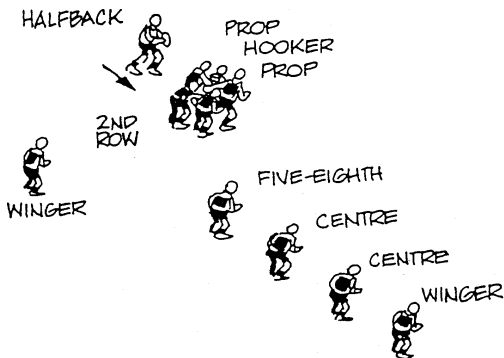
8 9 10 11 12	PROP FORWARD HOOKER PROP FORWARD SECOND ROW SECOND ROW	These are the FORWARDS AND MAKE UP THE SCRUM.
7 6 5 3 4 2	HALFBACK FIVE-EIGHTH WINGER CENTRE CENTRE WINGER	The Team's BACKS - they do not participate in a scrum.
1,13 and others	RESERVES	Number of Reserves to be determined by the Junior Rugby League - with Law 7 kept in mind.

2. At 12 YEARS

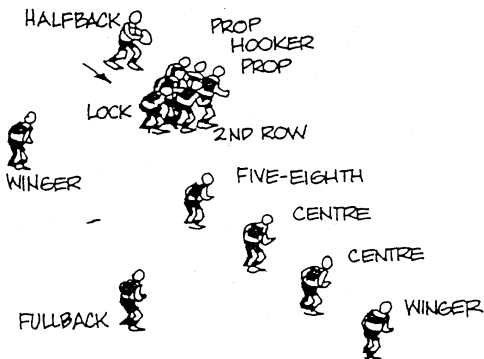
8 9 10 11 12 13	PROP FORWARD HOOKER PROP FORWARD SECOND ROW SECOND ROW LOCK FORWARD	These are the FORWARDS AND MAKE UP THE SCRUM.
7 6 5 3 4 2 1	HALFBACK FIVE-EIGHTH WINGER CENTRE CENTRE WINGER FULLBACK	The Team's BACKS - they do not participate in a scrum.
14,15 and others	RESERVES	Number of Reserves to be determined by the Junior Rugby League -with Law 7 kept in mind.

FORMATION AT A SCRUM

1. At 9, 10 and 11 YEARS



2. At 12 YEARS



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.

