

– Introduction –

The QRL policy for the Modified game provides participation / development for all players.

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

Under 6 to 9

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

Under 10

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

Under 11

- Finals restricted to the first and second teams playing off

Under 12

- Full finals series allowable

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

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

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	Advantage Law).
Number in Scrum	6
Scrum Options	10 metres in from touch 10 metres from the goal line
Scrums	<ul style="list-style-type: none"> • Knock-on or forward pass • Infringements by both sides except after the last tackle. • At the penalty kick the opposition touches the football before it crosses the touch line. • There is an infringement involving the referee, touch judge or spectator. • Referee accidentally blows whistle. • Football bursts in general play.
Scrum Formation	<ul style="list-style-type: none"> • Two sets must pack with backs parallel to the ground. • Face opponent's goal line until ball has emerged from scrum. • Props keep both feet on the ground. • No pushing, pulling or rotating. • Football to go into the tunnel. • Only the hookers may strike for the football. • Football to emerge from behind the inside leg of the prop forwards.
General Note on Kicking	The International Law that applies to 40/20 kicks does apply to the U12 modified game.
General Note on Scrums	Scrums are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold. All players NOT in the scrum, are to retire behind their last row of forwards.
Ball Emerging from Scrum	In 12 years the onside player can run from the base of the scrum without risking a changeover ie. Tackle 1.
Second Conversion	Refer to Safeplay Code page 4 - Advantage Play and the Safeplay Code Item 3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter, the penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
Stripping of the Ball	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 3, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 4). Please note that if a player in possession is held-up on the sixth tackle, there is no change to the existing rule.

MINI (INTRO) LEAGUE

(Coached Games for 5 - 6 YEARS)

Player Age	Player must have attained the age of 5 before commencement.
Size of Field	68m x 30m
Number of Players	Max - 8 Min - 6
Football Size	Mini
Coaches	Will be present on the field for under 6 age. Both Coaches will facilitate game. Coaches must ensure game is played in the right spirit of fun and full participation of all players.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games, ages 6 -12.
Advantage Law	Applies
Finals Applicable	No Finals. End of season carnival for all teams.
Periods of Play	3 x 10 minutes
Injury Time	Nil
Interval	3 minutes
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken period of 10 minutes. This is a minimum and all players present should be given the maximum amount of possible time on-field.
Replacement	A player may be replaced if injured. If he feels confident to continue and is cleared by the First Aid Officer, he may retake the field.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of a period or for the rest of the game. This should only apply to serious misconduct.
Play-the-Ball	<ul style="list-style-type: none"> No markers allowed. Football to be played backwards with the foot. Team not in possession must retire 5 metres from the play-the-ball. Team in possession must retire behind the acting half-back. Team not in possession must not move forward until the player with the football elects to run (Coach/referee can say 'go' to players as a signal to move forward).
Passing	1 pass only required but encouraged to pass again.
Passing within own Goal Line	1 only
No Count at the Tackle After	<ul style="list-style-type: none"> Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. Player tap kicks at a penalty or free kick and is tackled before passing. The non-kicking team to retire 5 metres. Football to travel 5 metres before either side touches the football.

	regarded as a pass.
No Count at the Tackle After	<ul style="list-style-type: none"> Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. Player fields a permissible kick by an opponent in general play and is tackled before passing. Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. Player tap kicks at a penalty or free kick and is tackled before passing. The non-kicking team to retire 10 metres. Football to travel 10 metres in a forward direction before either side touches the football. Non-kicking team to retire 10 metres. Non-scoring side to restart play with a place kick from the centre of the half-way. The football to travel 10 metres in a forward direction before either side touches the football. For other kicks to restart play, the non-kicking team is to retire at least 10 metres. At starts and restarts of play, if the football travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the football entered touch with a zero tackle count.
Starts of Play	<ul style="list-style-type: none"> Yes (no bombs, no field goals) The non-kicking team to retire 10 metres
Restart of Play	<ul style="list-style-type: none"> The non-kicking team to retire 10 metres The non-kicking team to retire 10 metres
Kicking in General Play	<ul style="list-style-type: none"> The non-kicking team to retire 10 metres The non-kicking team to retire 10 metres
Goal Line Drop Out	<ul style="list-style-type: none"> Only after try. Place kick only. The conversion attempt for any try scored between the touch line and a line 10 metres in field from touch must be taken on the line 10 metres in field from the touch line. The conversion attempt for a try scored between the 10 metre lines inside each touch line is to be taken in line with where the try is scored. (As in International Law). Goal kicks are to be taken in rotation by all members of the team
1/4 Way Optional Kick	All tries scored are worth 4 points.
Penalty Kicks	4 points
Goal Kicks	After each set play or change of possession.
Try	<ul style="list-style-type: none"> Acting half-back or first receiver runs with the football and is tackled before scoring. *See passing within own quarter way line. The sixth tackle. A player goes or is forced into touch. Kick in general play goes into touch on the full. (Change of possession where kicked). Kick in general play lands in field of play and bounces into touch. (Change of possession 10 metres in from where the football crossed the touch line). Football is touched by the non-kicking team before going into touch. (Change of possession to the kicking team 10 metres in from where the football crossed the touch line). Bomb-like kicks or attempted drop/field goal. (Subject to
Penalty Try	
Tackle Count will Start	
Change of Possession	

MOD LEAGUE (12 YEARS)

Player Eligibility - As at 1 January	<ul style="list-style-type: none"> Under 12 - 10 or 11 years of age
Size of Field	Full. (Where the number of players in either team or falls to the minimum number of nine it is recommended that the mid field be used).
Number of Players	Max Min
Football Size	Mod
Coaches	Coaches are not to be on the field at any time during play.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games ages 7 - 12.
Advantage Law	Applies
Finals Applicable	Full premiership competition with final (4) contesting semi finals and finals.
Periods of Play	2 x 25 minutes (maximum)
Injury Time	Allowed in finals
Interval	5 minutes for halftime
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken half of a match. A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does <u>not</u> apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of the period or for the rest of the game. However, a player replaced for a half who resumed playing in a later half AND is guilty of further misconduct MUST be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> One marker to always be present. Football to be played backwards. 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 5 metres from the play-the-ball area. The team IN POSSESSION must retire behind the acting half-back. 1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more - if the team in possession play the ball <u>outside</u> their own quarter way line. Should a player kick the football in general play and the football is regathered by that player who kicked or by an inside player of the same team, this is also a transfer of the football and is to be

Restarts of Play	<ul style="list-style-type: none"> Non-kicking team to retire 5 metres. Non-scoring side to restart play with a place kick from the centre of the halfway. The football does not have to travel any prescribed distance. The place kick restarts are to be taken in rotation by all members of the team. For other kicks to start or restart play the non-kicking team is to retire at least 5 metres. At starts and restarts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the football entered touch with a zero tackle count.
Kicking in General Play	Not allowed
Goal Line Drop Out	The non-kicking team to retire 5 metres
1/4 Way Optional Kick	The non-kicking team to retire 5 metres
Penalty Kicks	The non-kicking team to retire 5 metres
Goal Kicks (Optional)	<ul style="list-style-type: none"> Only after try. Punt kick in front of goal posts 5 metres out. Players to take kicks in turn.
Try	No points recorded
Penalty Try	No points recorded
Tackle Count will Start	After each set play or change of possession.
Change of Possession	<ul style="list-style-type: none"> Acting half-back runs with the football and is tackled before scoring. The fourth tackle. A player runs or is forced into touch. Football carrier held up over opponent's goal line after 3 play-the-balls. Bomb-like kicks. PLEASE NOTE: Dropped ball or knock-ons, if recovered by the team in possession it is play on. If the player falls on the loose ball, call tackle, and continue the tackle count. Forward passes may be judged by the on field coaches as play on (if marginal) or have the player stop and play the ball.
Scrum	No scrums
Stripping of the Football	At any tackle, there is to be NO stripping or stealing of the ball.
# Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. If a player is held-up on tackle 2, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 3). Please note that if a player in possession is held-up on the 4th tackle, there is no change to the existing rule.

Length of Season	Season to be restricted to 10 weeks of fixtures between teams. An end of season carnival (where possible with a combination of zones or Leagues can be played)
Training	Teams only permitted to train once a week for no more than a 45 minute session.
Footwear and Jerseys	All players are to play in 'joggers' not in boots or bare feet. Playing jerseys may just be t-shirt with club logo. Numbering is optional.
Player turning 6 in the playing year	Players turning 6 in the playing year can continue to play Under 6s but would be permitted, if both the club and the player's parents wish, to join the Under 7 team for the remainder of the season

	<p>in from where the football crossed the touch line).</p> <ul style="list-style-type: none"> Bomb-like kicks or attempted drop/field goal. (Subject to Advantage Law).
Number in Scrum	6
Scrum Options	10 metres in from touch 10 metres from the goal line
Scrum	<ul style="list-style-type: none"> Infringements by both sides except after the last tackle. At the penalty kick the opposition touches the football before it crosses the touch line. There is an infringement involving the referee, touch judge or spectator. Referee accidentally blows whistle. Football bursts in general play.
Scrum Formation	<ul style="list-style-type: none"> Two sets must pack with backs parallel to the ground. Face opponent's goal line until ball has emerged from scrum. Props keep both feet on the ground. No pushing, pulling or rotating. Football to go into the tunnel. Only the hookers may strike for the football. Football to emerge from behind the inside leg of the prop forwards.
General Note on Kicking	The International Law that applies to 40/20 kicks does not apply to the modified game.
General Note on Scrum	Scrum are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold. All players NOT in the scrum, are to retire behind their last row of forwards.
Ball Emerging from Scrum	In 7 - 11 years, to avoid a changeover there must be one pass if the onside player runs and does not score ie. Tackle 1
Second Conversion	Refer to Safeplay Code page 4 - Advantage Play and the Safeplay Code Item 3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter, the penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
Stripping of the Ball	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 3, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 4). Please note that if a player in possession is held-up on the sixth tackle, there is no change to the existing rule.

MINI FOOTY

(7 - 8 YEARS)

M I N I 7-8 YRS

	<p>football is regathered by that player who kicked or by an outside player of the same team, this is also a transfer of the football and is to be regarded as a pass.</p> <ul style="list-style-type: none"> Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. Player fields a permissible kick by an opponent in general play and is tackled before passing. Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. Player tap kicks at a penalty or free kick and is tackled before passing. The non-kicking team to retire 10 metres. Football to travel 10 metres in a forward direction before either side touches the football.
No Count at the Tackle After	<ul style="list-style-type: none"> Non-kicking team to retire 10 metres. Non-scoring side to restart play with a place kick from the centre of the half-way. The football to travel 10 metres in a forward direction before either side touches the football. For other kicks to restart play, the non-kicking team is to retire at least 10 metres. At starts and restarts of play, if the football travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the ball entered touch with a zero tackle count.
Starts of Play	<ul style="list-style-type: none"> Yes (no bombs, no field goals) The non-kicking team to retire 10 metres
Restarts of Play	<ul style="list-style-type: none"> The non-kicking team to retire 10 metres The non-kicking team to retire 10 metres
Kicking in General Play	<ul style="list-style-type: none"> The non-kicking team to retire 10 metres Only after a try. Place kick or drop kick in front of goal posts, no closer than 10 metres out. Goal kicks are to be taken in rotation by all members of the team.
Goal Line Drop Out	All tries scored are worth 4 points.
1/4 Way Optional Kick	4 points
Penalty Kicks	After each set play or change of possession.
Goal Kicks	<ul style="list-style-type: none"> Knock-on or forward pass Acting half-back or first receiver runs with the football and is tackled before scoring. * See passing within own quarter way line. An outside player runs from the scrum and is caught in possession. The sixth tackle. A player runs or is forced into touch. Kick in general play goes into touch on the full. (Change of possession where kicked). Kick in general play lands in field of play and bounces into touch. (Change of possession 10 metres in from where the football crossed the touch line). Football is touched by the non-kicking team before going into touch. (Change of possession to the kicking team 10 metres
Try	
Penalty Try	
Tackle Count will Start	
Change of Possession	

Player Eligibility - As at 1 January	<ul style="list-style-type: none"> Under 7 - 5 or 6 years of age Under 8 - 6 or 7 years of age
Size of Field	68m x 30m
Number of Players - Max - Min	8 6
Football Size	Mini
Coaches	May be present on the field for under 7 age during Round 1 only. Should any comment at any time be directed at the referee or made concerning the referee's performance, the referee will direct the coach's immediate removal from the field.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games, ages 7 -12.
Advantage Law	Applies
Finals Applicable	No
Periods of Play	4 x 10 minutes (maximum)
Injury Time	Nil
Intervals	Max 5 minutes halftime; 2 minutes after 1st & 3rd quarters
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken half of a match. A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does not apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of a period or for the rest of the game. However, a player replaced for a period who resumed playing in a later period AND is guilty of further misconduct MUST be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> No markers allowed. Football to be played backwards with the foot. Team not in possession must retire 5 metres from the play-the-ball. Any player who is within this area shall be deemed to be out of play. Team in possession must retire behind the acting half-back. Team not in possession must not move forward until the football is in the hands of the first receiver or the acting half-back elects to run or mishandles the ball.
Passing	<ul style="list-style-type: none"> 1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more - if the team in possession play the ball <u>outside</u> their own quarter way line.

MOD LEAGUE (11 YEARS)

No Count at the Tackle After	<ul style="list-style-type: none"> Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. Player tap kicks at a penalty or free kick and is tackled before passing.
Starts of Play	<ul style="list-style-type: none"> The non-kicking team to retire 5 metres. Football to travel 5 metres before either side touches the football.
Restarts of Play	<ul style="list-style-type: none"> Non-kicking team to retire 5 metres. Non-scoring side to restart play with a place kick from the centre of the halfway. The football does not have to travel any prescribed distance. The place kick restarts are to be taken in rotation by all members of the team. For other kicks to start or restart play the non-kicking team is to retire at least 5 metres. At starts and restarts of play when the football travels the required 5 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the football entered touch with a zero tackle count.
Kicking in General Play	Not allowed
Goal Line Drop Out	The non-kicking team to retire 5 metres
1/4 Way Optional Kick	The non-kicking team to retire 5 metres
Penalty Kicks	The non-kicking team to retire 5 metres
Goal Kicks	<ul style="list-style-type: none"> Only after a try. Place kick or drop kick in front of goal post, no closer than 5 metres out. Goal kicks are to be taken in rotation by all members of the team.
Try	All tries scored are worth 4 points.
Penalty Try	4 points
Tackle Count will Start	After each set play or change of possession.
Change of Possession	<ul style="list-style-type: none"> Knock-on/forward pass Acting half-back or first receiver runs with the football and is tackled before scoring. * See passing within own quarter way line. An inside player runs from the scrum and is caught in possession. The fourth tackle. A player runs or is forced into touch. Football kicked in general play (subject to advantage law). Football carrier held up over opponent's goal line after 3 play-the-balls.

Player Eligibility - As at 1 January	<ul style="list-style-type: none"> Under 11 - 9 or 10 years of age
Size of Field	Full. (Where the number of players in either one team or both teams falls to the minimum number of nine it is recommended that the mid field be used).
Number of Players - Max - Min	13 - 9
Football Size	Mod
Coaches	Coaches are not to be on the field at any time during play.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games ages 7- 12.
Advantage Law	Applies
Finals Applicable	First past the post is declared the competition winner. A final can be played but it is restricted to a play-off between the first and second teams only.
Periods of Play	2 x 20 minutes (maximum)
Injury Time Interval	Only allowed in finals 5 minutes for halftime
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken half of a match. A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does <u>not</u> apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of the period or for the rest of the game. However, a player replaced for a half who resumed playing in a later half AND is guilty of further misconduct MUST be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> One marker to always be present. Football to be played backwards with the foot. 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 mishandle the ball. Players of the side not in possession, apart from the marker, must retire 5 metres from the play-the-ball area. The team in possession must retire behind the acting half-back.
Passing	<ul style="list-style-type: none"> 1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more - if the team in possession play the ball <u>outside</u> their own quarter way line. Should a player kick the football in general play and the

	touch. (Change of possession 10 metres in from where the football crossed the touch line). <ul style="list-style-type: none"> Football is touched by the non-kicking team before going into touch. (Change of possession to kicking side). Bomb-like kicks or attempted drop/field goal. (Subject to Advantage Law).
Number in Scrum	5
Scrum Options	10 metres in from touch 10 metres from the goal line
Scrum	<ul style="list-style-type: none"> Infringement by both sides except after the last tackle. At the penalty kick the opposition touches the football before it crosses the touch line. There is an infringement involving the referee, touch judge or spectator. Referee accidentally blows whistle. Football bursts in general play.
Scrum Formation	<ul style="list-style-type: none"> Two sets must pack with backs parallel to the ground. Face opponent's goal line until football has emerged from scrum. Props keep both feet on the ground. No pushing, pulling or rotating. Football to go in the tunnel. Only the hookers may strike for the football. Football to emerge from behind the inside leg of the prop forwards.
General Note on Kicking	The International Law that applies to 40/20 kicks does not apply to the modified game.
General Note on Scrum	Scrum are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold. All players NOT in the scrum, are to retire behind their last row of forwards.
Ball Emerging from Scrum	In 7 - 11 years, to avoid a changeover there must be one pass if the inside player runs and does not score ie. Tackle 1.
Second Conversion	Refer to Safeplay Code page 4 - Advantage Play and the Safeplay Code Item 3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter, the penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
Stripping of the Ball	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 3, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 4). Please note that if a player in possession is held-up on the sixth tackle, there is no change to the existing rule.

Number in Scrum	3
Scrum Options	10 metres in from touch 10 metres from the goal line
Scrum	<ul style="list-style-type: none"> Infringement by both sides except after the last tackle. eg double knock on From a penalty kick the football is touched by a member of the non-kicking side before entering touch. Following an infringement involving the referee, touch judge or spectator. Referee accidentally blows whistle. Football bursts in general play.
Scrum Formation	<ul style="list-style-type: none"> Two sets must pack with backs parallel to the ground. Face opponent's goal line until football has emerged from scrum. Props keep both feet on the ground. No pushing, pulling or rotating. Football to go in the tunnel. Only the hooker to strike for the football. Football to emerge from behind the outside leg of the prop forwards.
General Note on Kicking	The International Law that applies to 40/20 kicks does not apply to the modified game.
General Note on Scrum	Scrum are to be completely de-powered and form up to satisfy the following instructions: Form - Engage - Hold. All players NOT in the scrum, are to retire behind their last row of forwards.
Ball Emerging from Scrum	In 7 - 11 years, to avoid a changeover there must be one pass if the inside player runs and does not score ie. Tackle 1.
Second Conversion	Refer to Safeplay Code page 4 - Advantage Play and the Safeplay Code Item 3. When a try has been scored in the same play in which the act of misconduct occurred or in the immediate play thereafter, the penalty kick awarded for the offence will be deemed a 'second conversion' (place or drop kick).
Stripping of the Football	At any tackle, there is to be <u>NO</u> stripping or stealing of the ball.
Held-Up In-Goal	When an attacking player is held-up in his opponent's in-goal area and is unable to ground the ball, play will be restarted by the player in possession playing the ball 10 metres out from the goal line directly opposite the point where he was held-up. The tackle count will then continue in the normal manner (ie. if a player is held-up on tackle 2, play will resume with a play-the-ball 10 metres from the goal line and the following tackle will be tackle 3). Please note that if a player in possession is held-up on the 4th tackle, there is no change to the existing rule.

MID LEAGUE

(9 - 10 YEARS)

Player Eligibility - As at 1 January	<ul style="list-style-type: none"> Under 9 - 7 or 8 years of age Under 10 - 8 or 9 years of age
Size of Field	80m x 50m. (Where the number of players in either one team or both teams falls to the minimum number of eight it is recommended that a mini field be used).
Number of Players - Max - Min	11 8
Football Size	9 years - Mini 10 years - Mod
Coaches	Coaches are not to be on the field at any time during play.
Coach Qualification	A Modified Games Coach certificate is required to coach teams in the modified games ages 7 - 12.
Advantage Law	Applies
Finals Applicable	9 years - No 10 years - At the end of the season a Round Robin is to be played amongst all teams.
Periods of Play	2 x 20 minutes (maximum)
Injury Time	Nil
Intervals	Max 5 minutes halftime; 2 minutes after 1st & 3rd quarters (if applicable)
Minimum Playing Time per Player	Each player is to play a minimum of one unbroken half of a match. A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.
Replacement	A player may be temporarily replaced if injured but for a maximum of 3 minutes at any one time. If the 3 minute period is exceeded, the replacement is permanent. Temporary replacement (3 minutes) is to count as part of the injured player's playing time. Should a blood bin situation arise, the 3 minutes of injury time does <u>not</u> apply.
Sin Bin	Not applicable. If further action is required, this will be taken at the discretion of the match's controlling body.
Send Off	A player may be replaced for the balance of a period or for the rest of the game. However, a player replaced for a period who resumed playing in a later period AND is guilty of further misconduct MUST be dismissed without replacement.
Play-the-Ball	<ul style="list-style-type: none"> One marker to always be present. Football to be played backwards with the foot. The team not in possession including the marker is not to move forward till the football is in the hands of the first receiver unless the acting half-back runs, kicks or mishandles the football. Players of the side not in possession, apart from the marker, must retire 5 metres from the play-the-ball area. The team in possession must retire behind the acting half-back.
Passing	<ul style="list-style-type: none"> 1 pass - if the team in possession play the ball <u>within</u> their own quarter way line. 2 or more - if the team in possession play the ball <u>outside</u> their own quarter way line.

	<ul style="list-style-type: none"> Should a player kick the football in general play and the football is regathered by that player who kicked or by an outside player of the same team, this is also a transfer of the football and is to be regarded as a pass. Player fields a kick from the start of play, restart of play, penalty kick or free kick and is tackled before passing. Player fields a permissible kick by an opponent in general play and is tackled before passing. Player picks up a football dropped by an opponent, intercepts a pass or gains possession immediately after the football is deliberately played at by an opponent and is tackled before passing the football. Player tap kicks at a penalty or free kick and is tackled before passing.
No Count at the Tackle After	<ul style="list-style-type: none"> The non-kicking team to retire 10 metres. Football to travel 10 metres in a forward direction before either side touches the football.
Starts of Play	<ul style="list-style-type: none"> Non-kicking team to retire 10 metres. Non-scoring side to restart play with a place kick from the centre of the halfway. The football to travel 10 metres in a forward direction before either side touches the football. For other kicks to restart play, the non-kicking team is to retire at least 10 metres. At starts and restarts of play, if the football travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite to where the football entered touch with a <u>zero</u> tackle count.
Kicking in General Play	Yes (no bombs, no field goals)
Goal Line Drop Out	The non-kicking team to retire 10 metres
1/4 Way Optional Kick	The non-kicking team to retire 10 metres
Penalty Kicks	The non-kicking team to retire 10 metres
Goal Kicks	<ul style="list-style-type: none"> Only after a try. Place kick or drop kick in front of goal post, no closer than 10 metres out. Goal kicks are to be taken in rotation by all members of the team.
Try	All tries scored are worth 4 points.
Penalty Try	4 points
Tackle Count will Start	After each set play or change of possession.
Change of Possession	<ul style="list-style-type: none"> Knock-on or forward pass Acting half-back or first receiver runs with the football and is tackled before scoring. *See passing within own quarter way line. An outside player runs from the scrum and is caught in possession. The sixth tackle. A player runs or is forced into touch. Kick in general play goes into touch on the full. (Change of possession where kicked). Kick in general play lands in field of play and bounces into