



USER GUIDE TO THE MODIFIED GAME

Introduction

This Guide has been prepared to assist players, Referees, Coaches and Supporters of Rugby League in better understanding the Laws of Mini Footy and Mod League – our introductory games for players in the 6 to 12 year age group.

The Guide should be read in conjunction with both the Laws of the Modified Games and the Laws of the International Game of Rugby League.

The Scenario's outlined have been designed to reflect a myriad of situations in which The Referee may need to make a decision during a match; the answers are based on the Laws of the Game, and a common-sense approach to officiating within our introductory games.

Thanks to the panel of contributors, listed below, for their efforts throughout the process of construction what we hope will be a useful tool for all involved in the Modified Games.

The Modified Games of Rugby League have been designed to maximise participation time, fun and enjoyment for all players. This can only be achieved with coaches, parents, players and match officials ensuring the best possible environment in which matches are played....we all have a part to play to ensure that young people are both attracted to, and are retained, because of this positive, fun, safe and inclusive Rugby League experience.

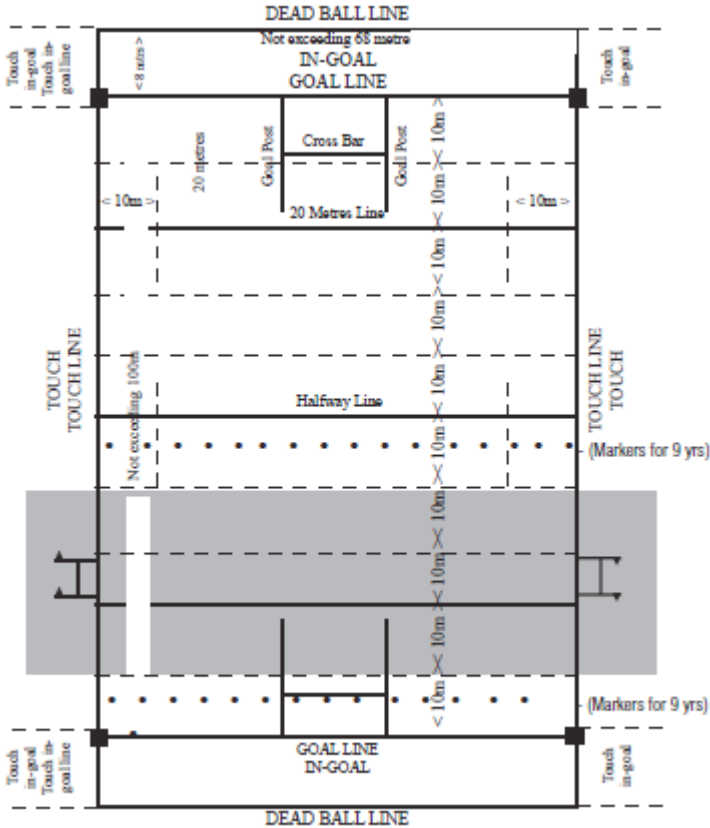
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Mini Footy: The Field and Ball

MINI FOOTY FIELD



MINI FOOTY FIELD DIMENSIONS:

The field measures 68 metres x 30 metres for ages up to 8 years. If a League wishes to play Mini Footy at 9 years, the field may be increased to measure 68 metres x (maximum of) 40 metres.

The “Quarterway Line” is located 20 metres from the Mini Footy Field goal line. The Halfway Line is located exactly halfway between the two goal lines.

All Starts of play (that is, the start of each period) and Re-starts of play (that is, after a try / conversion) are to be taken from the centre of the Halfway Line. All 20 metre re-starts are to be taken from the centre of the Quarterway line. Goal line drop-outs are to be taken from the centre of the goal line. Refer to the section “Starts and Re-starts of Play” of the International Laws for a full explanation of how these kicks may be taken and the requirements each player / team has in these circumstances.

Scenario 1

In an Under 7’s match, the Red team is awarded a try

- A. No conversion attempt is taken. The Blue team is to re- start play with a place kick (i.e. Tap Kick) from the centre of the Halfway Line. The ball must be placed on the ground and is not required to travel a prescribed distance. The Red team must retire 5 metres from the mark of the place kick.

Scenario 2

In the process of scoring a try, the Red team drops the ball in the Blue in-goal area. The ball rolls over the touch in-goal line.

- A. The Referee will signal no try to Red and then signal a re-start of play to Blue at the centre of the Quarterway line (i.e. 20 metre optional re-start) by blowing the whistle and pointing to the Quarterway line. The Red team must retire 5 metres.

Scenario 3

A Red player is running with the ball and puts a foot on the touch line.

- A. The Referee will blow the whistle to stop play and signal a change over to the Blue team, 5 metres in from the touch line directly in line with where the player entered touch, but no closer than 5 metres from the goal line.

Scenario 4

A Red player running with the ball passes the ball to another onside Red player. This player knocks the ball forward onto the goal posts and catches the ball which ricochets from the goal-posts prior to it hitting the ground. This player then grounds the ball in the opponents’ in-goal claiming a try.

- A. No try. Red has knocked the ball forward. Hitting the goal-posts does not cancel this (refer to the definition of a knock-on). A changeover to the Blue side at the point of the knock-on and no closer than 5 metres to the goal-line.

Scenario 5

A Red player passes the ball to another inside Red team member. The ball hits the Red player on the head and then ricochets onto the goalposts. Another inside Red player picks up this ball and then proceeds to ground the ball in Blue's in-goal and claims a try.

- A. Try. The ball coming off Red's head is not a knock-on. Further, the ball hitting the goalposts does not constitute an offence either. The ball hitting the goal-posts enables play to continue unless an infringement has occurred.

MINI FOOTY BALL

A. LONG CIRCUMFERENCE: This follows the "long" seam length of the ball. This length is to be $640\pm 5\text{mm}$.

B. SHORT CIRCUMFERENCE: The length "about the middle" of the ball ... the dotted line on diagram above gives the position of this dimension. It is to be $484\pm 5\text{mm}$.

C. The ball is to be inflated to a PRESSURE of approx. 60 kpa.

D. The WIDTH of the ball is to be $154\pm 2\text{mm}$.

E. The LENGTH of the ball is to be $250\pm 2\text{mm}$.

F. The WEIGHT of the "Mini Footy" ball, when dry, will be $350\pm 5\text{g}$.

G. The Mini Footy ball is to be used in all Mini Footy matches.

H. The colour of the ball may either be yellow or white.

Scenario 1

A Red player is held on Tackle 3, 20 metres from the Blue goal line. As the ball is played, the Referee notices that the ball has burst.

- A. The Referee will blow the whistle and stop play. The match will re-start with a new ball from the position where the Referee first noticed that the ball had burst. Play is to re-start with a play-the-ball to Red (the team last in possession). The tackle count will re-start.

Scenario 2

In an Under 8's match, a Red player is attempting a conversion following a try being awarded. The ball bursts as the player kicks the ball and it immediately falls to the ground.

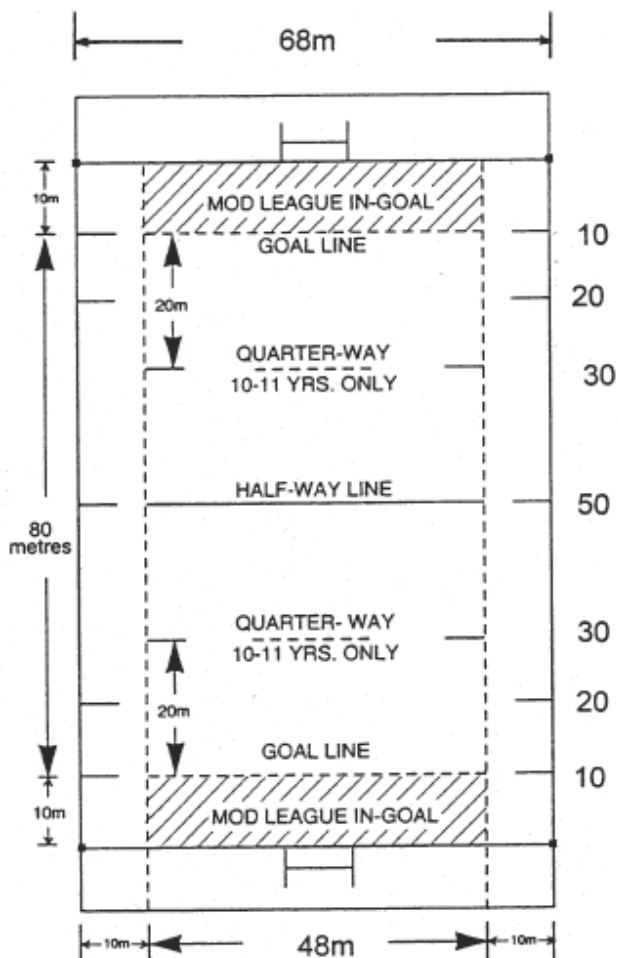
- A. The ball should be replaced and the Red player should be allowed another attempt at goal.

Scenario 3

A Red player scores a try and the Referee notices that the ball has burst.

- A. The try will be awarded, and the ball will be replaced. A conversion attempt will be allowed with a new ball (for Under 8's and above).

MOD LEAGUE FIELD



MOD LEAGUE FIELD DIMENSIONS:

The field, at ages 9, 10 & 11 years, measures 80 metres by 48 metres. The boundaries are the lines 10 metres from the International Laws touch lines and goal lines. The

Quarterway line is located on the 30 metre line. The Halfway Line is the Halfway Line of the International Laws field.

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

All Starts and Re-starts of play after a try / conversion are to be taken from the centre of the Halfway Line. All 20 metre re-starts are to be taken from the centre of the Quarterway line. All goal line drop-outs are to be taken from the centre of the goal line (i.e. 10 metres out from the International Laws field goal line).

Scenario 1 In an Under 12's match, a **Red** player scores a try 10 metres in from the touch line.

A. The Referee will signal a try in the usual fashion. Following the try, the Referee will move to the point for the conversion attempt, which will be 20 metres in from the touch line, and a minimum of 10 metres out from the goal line .

Scenario 2 In an Under 10's match, a **Blue** player scores a try 10 metres in from the touch line.

A. The Referee will signal a try in the usual fashion. Following the try, the Referee will move to the point for the conversion attempt, which will be a minimum of 10 metres out from the goal posts and directly in front.

Scenario 3 In an Under 10's match, a **Red** player knocks on 10 metres out from the **Blue** goal line and the ball rolls forward into touch.

A. The Referee will blow his whistle to stop play. The **Blue** team will recommence play with a play-the-ball where the knock-on occurred, but no closer than 10 metres from the touch line.

Scenario 4 An Under 10's player from the **Red** team drops the ball backwards, 10 metres out from the **Blue** goal line. The ball rolls backwards into touch.

A. The Referee will blow the whistle to stop play. The **Blue** team will recommence play with a play-the-ball 10 metres in field from where the ball entered touch.

Scenario 5

In an under 10's match, a ball is kicked by the **Red** team and hits the goalposts after bouncing. The ball ricochets back into the field of play and is picked up by the kicker and then correctly grounds the ball in the **Blue** team's in-goal and claims a try.

- A. No try. The goal posts are on the dead ball line and so the ball is deemed to have gone "dead". The match is restarted with an optional kick at the centre of the quarter-way line.

Scenario 6

In an under 11's match, a ball is kicked by the **Red** team and hits the goalposts on the full. The ball ricochets back into the field of play and is picked up an offside **Red** player. This player runs and then correctly grounds the ball in the **Blue** team's in-goal and claims a try.

- A. No try. The goal posts are on the dead ball line and so the ball is deemed to have gone "dead". The match is restarted with an optional kick at the centre of the quarter-way line. The offside player is not penalised as the ball had crossed the dead ball line prior.

MOD LEAGUE BALL

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

Scenario 1

A **Red** player plays the ball on Tackle 3, 20 metres out from the **Blue** goal line. As the ball is played, the Referee notices that the ball has burst.

- A. The Referee will blow the whistle to stop play. The ball will be replaced, and play will re-start with a play-the-ball to **Red** (the team last in possession) at the point where the Referee noticed the ball had burst. The tackle count will re-start.

The Tackle and Tackle Count: Mini Footy

The format is a limited tackle one. Each team, upon gaining possession, has four (4) tackles during which to maximise the use of this possession unless the tackle count is nullified in that time. See Scenario 23 for those occasions when an optional quarter-way kick is to be taken where a Zero Tackle is awarded.

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

The Referee will count the tackles and signal the “3rd and last” in a similar fashion to the International Laws prescription. This is done by raising an arm vertically with 3 fingers out-stretched. On Tackle 4, the signal for the change of possession is in accordance with the International Laws.

A Zero Tackle occurs as per the International Laws of Rugby League, i.e. where an accidental breach occurs (e.g. accidental offside, knock-on, forward pass) and possession changes hands; and, from the initial tackle from a 20 metre optional re-start.

“Touching” the ball means to intentionally be playing at it with any part of the person. A ricochet, rebound, or accidental strike does not count as a “touch”. Charging down a kick counts as a “touch”, but a “charge down” is not a knock-on (even if the ball should hit the hands or arms of the player charging down the ball). If an opposing player “touches” the ball, the tackle count will re-start in the appropriate fashion (i.e. Zero Tackle or Tackle 1).

Stealing the ball is not permitted under any circumstance.

A player in possession may be tackled by an opposing player or players. It is illegal to tackle or obstruct a player who is not in possession. A player in possession is tackled:

- (a) when the player is held by one or more opposing players and the ball, or the hand or arm holding the ball, comes into contact with the ground.
- (b) when the player is held by one or more opposing players in such a manner that he / she can make no further progress and cannot part with the ball.
- (c) when, being held by an opponent, the tackled player makes it evident that he / she has succumbed to the tackle and wishes to be released in order to play the ball.
- (d) when he / she is lying on the ground and an opponent places a hand on him / her.

If any doubt arises as to whether a tackle is complete, the Referee should resolve the doubt by giving a verbal instruction to either “play on” or, alternatively, call “held” if the tackle is deemed complete.

Should the Referee call “held” and the player simultaneously continues to run or offloads, as he / she has not heard the call, the Referee will stop play and send the player back to play the ball.

A player in possession shall not deliberately, and unnecessarily, allow himself to be tackled by voluntarily falling to the ground when not held by an opponent (unless in those cases allowed for under the Safe Play Code). A penalty should be awarded in these circumstances at the point where the player drops to the ground. A common example of such a circumstance occurs when a player drops on a loose ball and remains on the ground waiting to be tackled where time exists to regain his feet and continue play.

If a tackled player, because of his momentum, slides along the ground, the tackle is deemed to have been effected where his slide ends. So it is possible for a player to be “tackled” in the field of play and then slide into the in-goal and for a try to be awarded. Similarly, a player tackled and then slides into touch, is regarded as being tackled into touch.

Once a player in possession has been tackled, it is illegal for any player to move or try to move him from the point where the tackle is effected. Should this occur, a penalty is to be awarded at the point from which the player was moved.

The play-the-ball shall operate as per the International Laws game except for the following:

(a) No marker is allowed;

(b) The Two Pass Law applies (refer Mini Footy, Law 13 (b), pg. 10), except when a team is within their own 20 metre zone, where the One-Pass Law will apply.

(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 Acting Halfback elects to run, or mishandles the ball. Players of the side not in possession must retire five (5) metres from the play-the-ball area. Players of the team, IN POSSESSION, must retire behind their acting halfback.

Scrum are not to be formed in Mini Footy. Where an infringement, or an error, has occurred and a scrum would normally be formed, the non-offending team shall play the ball to recommence play, but no closer than 5m from touch line and goal line.

Where there has been an infringement involving the Referee, a Touch Judge or a spectator (a mutual infringement); the Referee accidentally blows the whistle; or, the ball bursts, the team which would have had the scrum feed (in the International Laws of the Game) will be awarded a play-the-ball.

For a mutual infringement, this will be the attacking team (team with the territorial advantage).

The initial play-the-ball will not be counted for the purposes of the tackle count (ie: a new set of 4 tackles will begin).

For under 6 years, when a player knocks-on, or passes the ball forward to a teammate in the field of play, the Referee shall call “chance” and the number of the tackle advanced by one, so that the team in possession retains possession, other than after Tackle 4 (last tackle), at which time a handover will occur. Should a player lose possession forward and an opposing player gain possession, it should be “play on”, and Tackle Zero. Should a player knock-on and the ball is gathered by an inside teammate, then the “Chance Rule” shall apply. (International Laws apply to breaches in the in-goal area.)

Scenario 1 In Mini Footy, unless a nullification of the tackle count occurs, a team retains possession for how many tackles?

A. 4 tackles (unless a Zero Tackle applies)

Scenario 2 On Tackle 2, in the Blue half, the Red Dummy Half passes the ball towards the First Receiver who misses it completely. Another inside Red player gathers the ball, runs, and is tackled.

A. Changeover, play-the-ball to Blue, where the player was tackled (one pass only).

Scenario 3 On Tackle 3, a Red player is attempting to score a try. A Blue player, while attempting to tackle him, strips the ball from the Red player, and the ball goes dead in-goal.

A. Penalty Try to Red, awarded at the centre of the goal line.

Scenario 4 After the 3rd play-the-ball, a Red player kicks the ball and it rolls into touch.

A. Changeover at the point of the kick (no kicking allowed in general play). Should the kick have been taken closer than 5 metres to the touch line, then the changeover is taken 5 metres in from touch in line with the point of the kick.

Scenario 5 On Tackle 1, Red attempts to play-the-ball but accidentally deflects the ball forward. Red then steps over the ball.

A. Changeover to Blue (no scrums) where the ball was accidentally deflected.

- Scenario 6** Red is attacking the Blue goal line. The Red player, in possession, knocks on 4 metres from the Blue goal line. A Blue player gathers the ball on Blue's goal line, runs, and is tackled 10 metres from the Blue goal line.
- A. Play on (play-the-ball Blue); Tackle Zero.
- Scenario 7** On Tackle 1 on the Halfway Line, the Blue Dummy Half passes the ball to a teammate. The ball rebounds forward from his chest before he re-gathers the ball, and then passes to a teammate.
- A. Play on (a rebound from the chest is not a knock-on)
- Scenario 8** On the Halfway Line, the Blue Dummy Half passes the ball to a teammate, who runs and is tackled.
- A. Changeover to Red at the point of the tackle (Two Pass Law infringement).
- Scenario 9** On Tackle 1, a Blue player runs towards the Red goal line to attempt to score a try. When 15 metres out from the Red goal line, he is shoulder charged by an opposition player, and loses the ball.
- A. The Referee will wait to see if there is any advantage. The Referee will award a penalty against the Red player where play broke down (Safe Play infringement).
- Scenario 10** On Tackle 2, a Red player knocks on. A Blue player attempts to re-gather the ball, but also knocks on.
- A. Double knock-on. Changeover to Blue where the first knock-on occurred.
- Scenario 11** After the 3rd play-the-ball, a Blue player is tackled 2 metres from the Red goal line.
- A. The Referee will signal a changeover to Red where the Blue player was tackled.
- Scenario 12** After the 3rd play-the-ball, a Red player knocks on 1 metre from the Blue goal line and a teammate re-gathers the ball.
- A. The Referee will blow the whistle to stop play, and signal a changeover to Blue, 5 metres out from the goal line, in line with where the ball was knocked on.

- Scenario 13** In an Under 6's match on Tackle 2, a **Red** player knocks on and an onside teammate re-gathers the ball.
- A. The Referee will call "chance", and allow the **Red** player who knocked on to play-the-ball where the infringement occurred, advancing the tackle count by one (i.e. Tackle 3).
- Scenario 14** In an Under 6's match on Tackle 1, the **Blue** Dummy Half throws a forward pass to the First Receiver.
- A. The Referee will call "chance", and allow the **Blue** Dummy Half to play-the-ball where the infringement occurred, advancing the tackle count by one (i.e. Tackle 2).
- Scenario 15** In an Under 6's match, the ball is passed to the **Blue** First Receiver who knocks the ball forward. The ball is re-gathered by a **Red** player.
- A. Play on; Tackle Zero.
- Scenario 16** In an Under 6's match on Tackle 2, a **Blue** player runs over the touch line.
- A. The Referee will award a changeover to **Red**, 5 metres in field from where the **Blue** player first entered touch ("chance" rule does not apply for running into touch). Additionally, the changeover cannot be given closer than 5 metres to the goal-line.
- Scenario 17** In an Under 8's match on Tackle 1, a **Red** player is tackled on the **Red** 10 metre line. He plays-the-ball and the Dummy Half passes to the First Receiver who runs and is tackled.
- A. Play on (play-the-ball **Red**); Tackle 2 (one pass zone)
- Scenario 18** In an Under 6's match on Tackle 2, a **Red** player knocks on. A **Blue** player knocks on in attempting to re-gather the ball.
- A. The Referee will call "chance" and allow the **Red** player who knocked on to play the ball where the first infringement occurred, advancing the tackle count by one (i.e. Tackle 3).

- Scenario 19** In an Under 6's match on Tackle 1, a **Red** player knocks on in their own in-goal and re-gathers the ball.
- A. The Referee will award a goal line drop-out to **Red** from the centre of their goal line (chance rule only applies in the field of play).
- Scenario 20** In an Under 6's match on Tackle 2, a **Red** player knocks the ball forward and the ball crosses the touch line.
- A. The Referee will call "chance" and allow the **Red** player who knocked on to play-the-ball where the infringement occurred, advancing the tackle count by one (i.e. Tackle 3).
- Scenario 21** **Red** plays the ball, and before the ball travels to the First Receiver, a **Blue** player, who was standing 5m back from the play-the-ball, runs up and tackles the **Red** First Receiver.
- A. Penalty to **Red**, 5 metres back from the ruck, in line with the point where the **Blue** player made the tackle.
- Scenario 22** A **Red** player stands to play the ball, and there is no Dummy Half. A **Blue** player on the 5 metre line advances forward and dives on the ball.
- A. Penalty to **Red**, awarded 5 metres back from the ruck, in line with the point where the **Blue** player fell on the ball.
- Scenario 23** From a 20 metre optional re-start, a **Blue** player takes a Tap Kick and passes to a teammate, who runs forward 15 metres and is tackled.
- A. Play-the-ball **Blue**; Tackle Zero.
- Scenario 24** **Blue** re-starts play, after a try, with a place (tap) kick at the centre of the Halfway Line. The **Blue** player runs without passing, and is tackled by **Red**.
- A. Play-the-ball to **Blue**; Tackle 1.

The Tackle and Tackle Count: Mod League

The Laws as applied to Mini Footy apply except for those circumstances outlined below.

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.

The Referee will count the tackles and signal the “fifth and last” in a similar fashion to the International Laws prescription. On Tackle 6, the signal for the change of possession is in accordance with the International Laws.

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

(a) One marker ONLY is to be always present. The marker is not to touch the ball-carrier or ball or interfere with the play-the-ball in any way. The marker is not to move until the ball has been received by the First Receiver - UNLESS the Acting Halfback elects to run, kick or mishandles the ball;

(b) The ball must always be played backwards;

(c) The Two Pass Law applies, with the following exemption that applies to ALL parts of the Mod League field:

The player at First Receiver (FR) will be identified with a vest of one colour (yellow), and a player at Acting Halfback (i.e. Dummy Half [DH]) will be identified with a vest of another colour (pink). The nominated First Receiver and Dummy Half are 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 all ages, players will be required to rotate vests following each period (i.e. half) of play. A player who has worn a vest and rotates with another player, may not wear the vest again during the game.*

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

marker, must retire five (5) metres from the play-the-ball area. Players of the team IN POSSESSION must retire behind their Acting Halfback.

Note (1): In the case where a player wearing a vest is injured and leaves the field, the vest may be provided to another player who may only wear the vest until the expiry of that period (i.e. half) of play. The injured player may not wear the vest again.

Note (2): A kick in general play can be regarded as a pass if re-gathered by an onside teammate. If re-gathered by the kicker, a pass has not occurred.

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.

Scenario 1 On Tackle 5 a Red player is attempting to score a try when a Blue player strips the ball out on contact. The ball goes over the dead ball line.

A. Penalty try to Red awarded at the centre of the Blue goal line, if the Referee believes a try would have been scored if not for the illegal play of the Blue player. If the Referee is of the opinion that a try would not have been scored, then a penalty will be awarded to the Red team where the offence (the strip) occurred. If the offence occurred in-goal, then the penalty will be awarded 10 metres out from the goal line, directly in line with where the offence occurred.

Scenario 2 On Tackle 1, a Blue player is running towards the Red goal line with the ball. A Red player shoulder charges him, causing him to lose the ball.

A. The Referee will wait to see if any advantage is gained. The Referee will penalise the Red player where play broke down (Safe Play Code infringement).

Scenario 3 After Tackle 5, the Red non-vested Dummy Half kicks the ball which goes over the dead ball line on the full.

A. 20 metre optional re-start to Blue, at the centre of the Blue 20 metre line (initial tackle will be Tackle Zero).

Scenario 4 After the 5th play-the-ball, a Red player kicks the ball and it rolls into touch.

A. Changeover to Blue (no scrums), 10 metres in-field from where the ball crossed the touch line, and no closer than 10 metres from the goal line.

- Scenario 5** On Tackle 4 in an Under 12's match, a **Blue** player places the ball at the foot of **Red's** goal post and claims a try.
- A. No try. A try cannot be scored by placing the ball at the foot of the goal post. If, in placing the ball down, the Referee deems that the ball was knocked on, then a changeover to **Red** will occur 10 metres out from the **Red** goal line in line with the infringement. If no knock on occurs, then the Referee will rule play on.
- Scenario 6** On Tackle 1, a **Red** player is running with the ball and loses it 5 metres out from the **Blue** goal line. The ball rolls into the **Blue** in-goal area where a **Blue** player picks it up, runs and passes to another onside **Blue** player, who is tackled in the **Blue** in-goal area.
- A. Changeover to **Blue** (no scrums) 10 metres out from the **Blue** goal line, in line with (i.e. opposite) where the infringement (the **Red** knock-on) occurred (there are no scrums in Mini Footy or Mod League).
- Scenario 7** **Red** is attacking the **Blue** goal line. The **Red** player in possession knocks on 4 metres from the **Blue** goal line. A **Blue** player gathers the ball on **Blue's** goal line, runs and is tackled 8 metres from the **Blue** goal line.
- A. Play on (play-the-ball) **Blue**; Tackle Zero.
- Scenario 8** **Blue** is awarded a penalty and elects to kick for touch. The ball is caught on the full by a **Red** player standing in his in-goal.
- A. Play on (this is not a kick from general play). The next tackle will be Tackle 1.
- Scenario 9** **Red** grubber kicks the ball into the **Blue** in-goal. A **Blue** player attempts to pick up the ball but loses the ball forward. The ball rolls out into the field of play. Another **Blue** player, from the in-goal, runs out and picks up the ball and is then tackled.
- A. The Referee will award a goal line drop-out to **Blue** from the centre of their goal line (a player cannot be offside in their own in-goal).
- Scenario 10** **Red's** vested Dummy Half passes the ball wide to a teammate. The ball rebounds forward from his chest and is gathered by a non-vested **Red** player who runs and grounds the ball in **Blue's** in-goal.
- A. Try to **Red** (a rebound from the chest is not a knock-on).

- Scenario 11** On Tackle 3, a **Red** non-vested Dummy Half passes the ball directly to a teammate who is **Red's** vested First Receiver. That player runs and is tackled.
- A. Play on (**Red** play-the-ball); Tackle 4.
- Scenario 12** On Tackle 2, **Blue's** vested First Receiver, who is standing in the Dummy Half position, passes the ball to the team's vested Dummy Half who runs and is tackled.
- A. Changeover to **Red** (breach of the Two Pass Law). The vested players must be in their designated position to negate the Two Pass Law.
- Scenario 13** On Tackle 4, a **Blue** non-vested Dummy Half passes the ball to **Blue's** vested FR who kicks downfield. A teammate, who is onside, gathers the ball and is tackled.
- A. Play on (**Blue** play-the-ball); Tackle 5 (kick counts as a transfer/pass).
- Scenario 14** On Tackle 2, a **Red** non-vested Dummy Half passes the ball to **Red's** vested Dummy Half standing at First Receiver, who then runs and is tackled.
- A. Changeover to **Blue**, where the player was tackled (breach of the Two Pass Law).
- Scenario 15** On Tackle 4, a **Blue** non-vested Dummy Half passes the ball to a non-vested teammate standing at First Receiver. That player kicks the ball downfield, runs after it, gains possession and is tackled.
- A. Changeover to **Red**, where the **Blue** player was tackled (breach of the Two Pass Law; a kick to oneself is not a transfer).
- Scenario 16** On Tackle 3, **Red's** vested Dummy Half passes the ball towards the team's vested First Receiver who is standing in his correct position. This player completely misses the ball. It is regained by an onside teammate who runs and is tackled.
- A. Changeover to **Blue**, where the player was tackled (breach of the Two Pass Law).

- Scenario 17** On Tackle 1, **Blue's** vested Dummy Half passes the ball to a non-vested teammate standing at First Receiver. That player runs and is tackled.
- A. Changeover to **Red**, where the player was tackled (breach of the Two Pass Law).
- Scenario 18** On Tackle 4, **Blue's** vested Dummy Half, standing in that position, kicks the ball downfield after it has been played correctly. The player follows their kick, regains possession and is tackled.
- A. Play on (**Blue** play-the-ball); Tackle 5.
- Scenario 19** On Tackle 2, **Blue's** vested Dummy Half, playing in that position, passes the ball towards a non-vested teammate standing at First Receiver. That player completely misses the ball. It is then picked up by another inside **Blue** player who runs and is tackled.
- A. Changeover to **Red** where the player was tackled (breach of the Two Pass Law).
- Scenario 20** **Red** play the ball on tackle 1 inside their own 20 metre zone. The **Red** vested Dummy Half passes the ball to a non-vested teammate who runs and is tackled.
- A. Changeover to **Blue** where the **Red** player was tackled (breach of the Two Pass Law; the 20 metre one pass zone does not apply in Mod League).
- Scenario 21** A **Red** player plays the ball, and the **Red** vested First Receiver passes the ball to the **Red** vested Dummy Half, who runs and is tackled.
- A. Changeover to **Blue** where the **Red** player was tackled (breach of the Two Pass Law).
- Scenario 22** 5 minutes into the match, the **Red** vested First Receiver is injured and goes from the field, giving the vest to a teammate for the remainder of the half. At the start of the second half, the original First Receiver comes onto the field wearing the vest.
- A. This is not allowed. The player must give the vest to another teammate who has not yet worn it.

Scenario 23

In an Under 12's match, a **Red** player kicks the ball from inside their own 40 metre line. The ball bounces in the field and crosses the touch line at the **Blue** 10 metre line.

- A. 40/20. Tap Kick re-start to **Red**, 20 metres in-field in line with where the ball crossed the touch line.

Scenario 24

An Under 9's match between **Red** and **Blue** ends in a draw. The Competition requires extra time to determine the winner. The **Red** coach seeks a ruling from the Referee on who can wear the vests in the extra time.

- A. The first period of extra time is the same as the first period of play. The "original" wearers of the vests (first half of normal time) may be given the option of wearing the vests again. Should there be a second period of extra time, then the vests must be rotated (same as for the second period of a game). This means, then, the 4 "original" wearers of the vests are allowed to wear them a second time during extra time.

Starts of Play, Re-Starts of Play, and Penalty Kicks: Mini Footy and Mod League

Following a try (and subsequent conversion attempts in 8 years and above), the non-scoring team will re-start play with a place kick (i.e. a Tap Kick re-start – the ball must be placed on the ground) from the centre of the Halfway Line. The ball need not travel any prescribed distance nor direction. If a team elects to kick the ball from a tap kick re-start, the Referee will blow the whistle and instruct the team to retake the re-start in the correct manner. The tap kick re-starts are to be taken, in rotation, by all members of the team. The initial tackle after the Tap Kick re-start shall be Tackle 1. The non-kicking side must retire 5 metres (Mini Footy) or 10 metres (Mod League) towards their own goal line.

For other kicks to start or re-start play, the non-kicking team is to retire five 5 metres (Mini Footy) or 10 metres (Mod League) and allow the ball to travel 5 metres (Mini Footy) or 10 metres (Mod League), except for a 20 metre optional re-start where the ball need not travel a prescribed distance forward. At penalties and free kicks, the non-kicking team is to retire 5 metres (Mini Footy) or 10 metres (Mod League).

All other starts and re-starts of play (kick offs, goal line drop-outs, 20 metre drop-outs, and 20 metre optional re-starts) are to comply with the International Laws, with the following exceptions:

- (a) Kick offs will only apply at the start of each period. To recommence play after a try / conversion, the non-scoring team will take a place (tap) kick from the centre of the Halfway Line.

- (b) Kick offs are required to travel a minimum of 5 metres forward (Mini Footy) or 10 metres (Mod League)
- (c) Goal line drop-outs are required to travel a minimum of 5 metres forward (Mini Footy) or 10 metres (Mod League)
- (d) The non-kicking team is to retire a minimum of 5 metres (Mini Footy) or 10 metres (Mod League) from all starts and re-starts of play.

Should any infringement at the start of play occur, a penalty kick will be awarded to the “non-offending side” (the side that did not do anything wrong) by the Referee at the centre of the Halfway Line. This penalty kick can be taken in any manner (except a “bomb”). For instance, a Tap Kick, kick for touch, kicking the ball further downfield, are permissible. These kicks can also be in the form of punt kicks, drop kicks or place kicks.

For re-starts of play at the centre of the Halfway Line after tries / conversions have been awarded, the ball must be placed on the ground at the centre of the Halfway Line. It can be kicked (tapped) in any direction. It is not required to travel a minimum distance. Players, taking this re-start of play, must be rotated. The non-kicking team must retire a minimum of 5 metres (Mini Footy) or 10 metres (Mod League).

Goal line drop-outs are taken from the centre of the goal line. A “drop-kick” is to be taken by the kicking side. This kick can be moved at the discretion of the referee should a kick from the centre of the line not be possible due to ground conditions. Goal line drop-outs are awarded when:

- (a) a defending player last touches the ball before it goes over the dead ball line or into touch in-goal.
- (b) a defending player accidentally infringes in the in-goal area.
- (c) a defending player touches down in the in-goal area.
- (d) a defending player in possession is tackled in the in-goal area.
- (e) a defending player kicks the ball into touch on the full from his own in-goal.
- (f) a defending player kicks or passes the ball in his own in-goal and the ball accidentally strikes an opponent and goes into touch in-goal or over the dead ball line.
- (g) the ball or a defending player carrying the ball touches the referee, a touch judge or an encroaching spectator in the in-goal area and play is thereby irregularly affected.
- (h) the ball goes over the dead ball line or into touch in-goal other than on the full from a kick off from the centre of the halfway line .

- (i) a kick in general play is made dead by a defending player straddling the dead ball line or touch in-goal line, other than a ball caught on the full.

When a goal line drop-out is taken, the players from the kicking side must remain behind the goal line until the ball is kicked and the players from the non-kicking side must retire 5 metres (Mini Footy) or 10 metres (Mod League). Players from both team must allow the ball to travel the required distance, which is a minimum of 5 metres forward (Mini Footy) or 10 metres (Mod League). Should an infringement occur at this restart, a penalty kick to the non-offending side is awarded 5 metres (Mini Footy) or 10 metres (Mod League) out from the centre of the goal line. A penalty kick at goal cannot be taken, but any form of kick (tap, place, punt) in any direction can be taken. The mark of the penalty can also be moved back towards the non-offending team's goal line. When this penalty is being taken, the offending team is to retire at least 5 metres (Mini Footy) or 10 metres (Mod League). A "bomb" type kick is not permitted.

A 20 metre drop out is awarded after a team kicks the ball which goes touch in-goal, or over the dead ball line, from a penalty kick (provided it has not been played at by a defending player). The re-start must follow the same conditions as all other re-starts, where players are to stand behind the line (kicking side) and the non-kicking are to retire at least 5 metres (Mini Footy) or 10 metres (Mod League). The ball must travel the minimum distance (5 metres in Mini Footy or 10 metres in Mod League) and land in the playing field. Penalties for all infringements are awarded at the centre of the 20 metre line and can be taken in any form (except for a penalty kick for goal).

A 20 metre optional re-start is awarded after: (1) the attacking side infringes in the opponent's in-goal area (for example, if they drop the ball while trying to score a try); (2) the attacking team are last to touch the ball before it goes over the dead ball line or touch in-goal; or (3) a defender catches a ball on the full from a kick in general play. The 20 metre optional kick can be taken in any manner (place, punt, drop-kick) and kicked in any direction. Players from the non-kicking team must retire 5 metres (Mini Footy) or 10 metres (Mod League), and players from the kicking team must also stay outside. The ball does not have to travel a prescribed distance. A "bomb" type kick is not permitted. The initial tackle from a 20 metre optional re-start will be Tackle Zero.

After a penalty has been awarded, the "offending side" is to retire 5 metres (Mini Footy) or 10 metres (Mod League) from the mark; or, to their goal line. Penalty kicks for goal are not permitted (this does not include those kicks from possible 8 point tries). Kicks can be taken in any manner (except a bomb) and in any direction. Players on the kicking team are to retire behind the mark of the penalty. For penalties occurring at the penalty kick (e.g. an offside player), the penalty is awarded 5 metres (Mini Footy) or 10 metres (Mod League) forward from the original penalty mark (i.e. the mark is advanced). Should the side, taking the penalty, infringe (e.g. are in front of the kicker), then a handover at the original mark occurs. Should an infringement occur outside the field of play or in the in-goal area, then penalties are awarded 10 metres out (in Mini Footy and Mod League) into the field-of-play, opposite the breach.

A free kick is the kick which is taken to re-start play after a penalty kick has been kicked into touch. The free kick is taken 10 metres in field from where the ball entered touch. The mark of the free kick cannot be moved. The free kick must be taken in the form of a place kick in Mini Footy (the ball must be released), and can be kicked in any manner (except a “bomb”) in Mod League. The ball can be kicked in any direction, and is in play as soon as it is kicked. Players of the kicking side are to stand behind the mark of the free kick and the non-kicking team is to retire the 5 metres (Mini Footy) or 10 metres (Mod League). For penalties occurring at the free kick (for example, an offside player), the penalty is awarded 5 metres back from the original penalty mark in Mini Footy, or 10 metres in Mod League. Should the side taking the free kick infringe, then a handover at the original mark occurs.

Scenario 1 The **Blue** team starts play, from the centre of the Halfway Line, with a place kick. The ball lands on the touch line on the full.

A. Penalty to **Red** at the centre of the Halfway Line (kicked out on the full from a start of play).

Scenario 2 The **Red** team starts play, from the centre of the Halfway Line, with a place kick. The ball is kicked 4 metres forward and then stops.

A. Penalty to **Blue** at the centre of the Halfway Line (ball did not travel the prescribed distance).

Scenario 3 In an Under 10’s match, the **Blue** team is awarded a goal line drop-out. A **Blue** player drop kicks the ball from the centre of the goal line. Another **Blue** player was in front of the kicker when the ball was kicked.

A. Penalty to **Red** at the centre of the 10 metre line.

Scenario 4 The **Red** team takes a 20 metre optional kick. A **Blue** team player is standing 3 metres away when the ball is kicked, and moves forward to tackle the **Red** player.

A. Penalty to **Red**, at the centre of the 20 metre line.

Scenario 5 The **Red** player starts the game with a kick off. A **Blue** team player, standing 4 metres from the Halfway Line when the ball was kicked, gathers the ball and then runs downfield.

A. Penalty to **Red** at the centre of the Halfway Line.

- Scenario 6** The **Blue** team kicks off from the centre of the halfway. The ball lands in the **Red** in goal area and then rolls dead in-goal.
- A. Goal line drop-out to **Red** at the centre of the **Red** goal line.
- Scenario 7** The **Blue** team kicks off from the centre of the Halfway Line. The ball hits the **Red** crossbar on the full, passes between both uprights, and goes over the dead ball line on the full.
- A. Penalty to **Red** at the centre of the Halfway Line as **Blue** has not landed the kick in the playing field.
- Scenario 8** The **Blue** team is awarded a penalty kick. In kicking for touch, the ball comes off the side of the kicker's boot, and crosses the **Red** touch in-goal line.
- A. 20m drop-out to **Red** at the centre of the **Red** 20 metre line.
- Scenario 9** On Tackle 3, a **Blue** player plays the ball 4 metres from the **Red** goal line. A **Blue** player then kicks the ball in a "bomb-like" manner into the **Red** in-goal area. A **Red** player attempts to catch the ball, but knocks on. A **Blue** player runs through and grounds the ball, claiming a try.
- A. Changeover to **Red** at the point of the kick ("bomb-like" kicks are not allowed). Had the **Red** player successfully caught the ball on the full in the in-goal area, then the Referee has discretion as to whether to re-start play at the point of the kick or at the centre of the 20m line with an optional kick. The latter is more likely to be the better decision as it will be Tackle Zero to **Red** from this play.
- Scenario 10** The **Blue** team kicks off from the centre of the Halfway Line. A player from the **Red** team fields the ball and is tackled in their own in-goal.
- A. Goal line drop-out to **Red** at the centre of the **Red** goal line.
- Scenario 11** The **Blue** team starts play from the centre of the Halfway Line. A **Red** player standing on the touch-line catches this ball on the full.
- A. Penalty to **Red**, centre of the Halfway Line as the ball is kicked out on the full.

- Scenario 12** In an Under 11's match, the **Blue** team kicks off from the centre of the Halfway Line. A **Red** player catches the ball in their in-goal area and then kicks the ball, which goes out on the full at the **Red** 20 metre line.
- A. Goal line drop-out to **Red** at the centre of the **Red** goal line.
- Scenario 13** A **Blue** player takes a free kick by placing the ball on the ground and kicking it downfield 4 metres. The ball is re-gathered cleanly by an onside **Blue** teammate, who is then tackled.
- A. Play on (**Blue** play-the-ball); Tackle 1.
- Scenario 14** In an under 7's match, a **Blue** team player takes a goal line drop-out. The ball travels 6 metres forward and is then caught on the full by a player from the **Red** team who is standing on the touch line.
- A. Penalty to **Red**, 5 metres out from the centre of the goal line (kick into touch on the full).
- Scenario 15** A **Blue** player fields the ball from a **Red** kick off, which travels the prescribed distance, runs 20 metres and is tackled.
- A. Play-the-ball to **Blue**; Tackle 1
- Scenario 16** The **Blue** team is awarded a penalty, 4 metres out from the **Red** goal line. The **Blue** team take the penalty kick 15 metres back from the mark of the penalty.
- A. Play on. The **Red** team must remain on their goal line for the penalty kick.
- Scenario 17** The **Blue** team is awarded a penalty. The **Blue** team take the penalty kick by kicking a "bomb-like" kick.
- A. Changeover to **Red** at the point where the ball was kicked.
- Scenario 18** From a penalty kick in Mini Footy, how far back must the non-kicking team retire from the mark?
- A. 5 metres.

- Scenario 19** From a penalty kick in Mod League, how far back must the non-kicking team retire from the mark?
- A. 10 metres.
- Scenario 20** In an Under 10's match, a **Blue** player is tackled into touch on Tackle 2.
- A. Changeover to **Red**, 10 metres in from the touch line in line with where the player first entered touch, but no closer than 10 metres from the goal line.
- Scenario 21** In an Under 8's match, a **Blue** player is tackled into touch on Tackle 2.
- A. Changeover to **Red**, 5 metres in from the touch line in line with where the player first entered touch, but no closer than 5 metres from the goal line.
- Scenario 22** How is the game re-started after a try or conversion is awarded?
- A. Place (tap) kick re-start, from the centre of the Halfway Line, to the non-scoring team. The ball must be released. The ball is not required to be kicked a prescribed distance forward.
- Scenario 23** **Red** kicks off to start the game. A **Blue** player attempts to catch the ball, but knocks on. A **Red** player dives on the ball and is tackled.
- A. Play on (play-the-ball) to **Red**; Tackle Zero.
- Scenario 24** From a 20 metre optional re-start by **Red**, the ball is kicked downfield and bounces over the **Blue** dead ball line.
- A. 20 metre optional re-start to **Blue** (**Red** has made the ball dead).
- Scenario 25** From a 20 metre optional re-start by **Red**, the ball is kicked and bounces in the field of play before crossing the touch line at the **Blue** 40 metre line.
- A. Play-the-ball to **Red**, 5 metres in field (Mini Footy) and 10 metres in field (Mod League) in line with the point where the ball entered touch.

Scenario 26 Red is awarded a penalty and elects to kick for touch. The ball crosses the touch line and a Red player then takes the free kick in the correct position and manner. The Red player runs, does not pass, and is tackled.

A. Play on (Red play-the-ball); Tackle 1.

Scenario 27 In an Under 7's match, the Red team are awarded a free kick. How must the free kick be taken?

A. In the form of a place kick (the ball must be released).

Scenario 28 In an Under 10's match, the Red team are awarded a free kick. A Red player punt kicks the ball downfield, which is picked up by an onside teammate who is then tackled.

A. Play on (Red play-the-ball); Tackle 1.

Tries and Goals: Mini Footy and Mod League

The object of both Mini Footy and Mod League is to score tries. A try is scored when a player first grounds the ball in his / her opponents' in-goal, provided that he / she is not in touch or touch in-goal or on or over the dead ball line. A conversion attempt at goal may be taken after scoring a try, in the Under 8's-12's years age groups. Under 6's and under 7's matches do not allow conversion attempts. After a try is scored (in Under 6's and 7's), and after a conversion attempt is taken (in Under 8's-12's), play is re-started on the Halfway Line with a tap (place) kick by the non-scoring team. The ball must be released at the tap kick from the centre of the Halfway Line.

In Mod League, conversion kicks are permitted and can be taken by either a place or a drop kick (except for under 12 games where this kick must be a place kick). Players must rotate attempts at conversions. Conversion attempts in Mod League are:

- a) for Under 9's, 10's and 11's, taken immediately in front of the goalposts and no closer than 10 metres from the centre of the goal line, regardless of where the try was awarded.
- b) for Under 12 games, where tries are scored within 20 metres of the touch line of the International field, then the conversion kick is taken along the line 20 metres in from touch. Tries scored between the 20 metre lines inside each International Touch Line have the conversion attempts taken in line with where the try was scored but no closer than 10 metres from the goal line.

- Scenario 1** The **Red** team scores a try in an Under 8's Mini Footy match. What process follows?
- A. A conversion attempt is awarded to the **Red** team. It is to be taken directly in front of the goal posts and a minimum distance of 5 metres from the goal line. It can be taken either as a drop kick or a place kick.
- Scenario 2** In an Under 6's Mini Footy match, the **Red** team scores a try. Whilst in the act of scoring, a defender from the **Blue** team fouls the try-scorer.
- A. The try is awarded as per the international Laws. In the absence of conversions, and subsequent penalty kick for goal in Under 6's and 7's (i.e. possible 8 point try), the foul play 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, replaced for the duration of the match.
- Scenario 3** In an Under 7's Mini Footy match, a **Blue** player, in the act of scoring a try, is fouled by a player from the **Red** team. As a result of the foul, the **Blue** player is unable to ground the ball successfully in the **Red** in-goal. The referee is of the opinion that, otherwise, a try would have been scored.
- A. A penalty try is awarded to the **Blue** team at the centre of **Red's** goal line. No conversion is to be taken in accordance with the laws for Under 6's and 7's. However, the foul play 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, replaced for the duration of the match.
- Scenario 4** The **Red** team scores a try in an Under 8's Mini Footy match. The Referee notices that the player attempting the conversion took the previous attempt at conversion.
- A. The referee is to inform the **Red** team (prior to anyone taking the conversion attempt) that this player has taken the previous conversion attempt, as a result, another member of the **Red** team is required to take the attempt. Should the conversion have already taken place and was successful, then no points are awarded.

Scenario 5

In an Under 8's Mini Footy match, the ball is passed from the Blue Dummy Half to another inside player from Blue who attempts a field goal. The ball travels over the crossbar and between the uprights and over the dead ball line of the Red team.

- A. There are no field goals in Mini Footy. The ball has been made dead by the Blue team. The Referee may award a changeover to Red where the ball was kicked; or, may rule a 20 metre optional re-start to Red if that is the greater advantage (Blue has made the ball dead in-goal).

Scenario 6

A player, from the Red team, attempts to convert a try in an Under 8's Mini Footy match. This player places the ball two metres out from the goal line in front of the goalposts.

- A. Referee shall instruct the player from the Red team, prior to kicking, that the conversion attempt must be taken a minimum of 5 metres from the goal line.

Scenario 7

A player, from the Red team, attempts to convert a try, in an Under 8's Mini Footy game, using a drop kick. The ball travels over the crossbar and between the uprights.

- A. Award the goal.

Scenario 8

In an Under 7's match, the Red team is awarded a try. What process follows?

- A. The Blue team will re-start play from the centre of the Halfway Line with a place (tap) kick (no conversion attempt is taken).

Scenario 9

In an Under 12's match, the Blue team scores a try. The Blue player attempting the conversion wishes to do so with a drop kick.

- A. The Referee will not allow the player to take the conversion attempt by way of drop kick (place kick only)

Scenario 10

In an Under 10's match, a non-vested Blue player standing in the Dummy Half position dives over the Red goal line and scores a try.

- A. Try to Blue.

- Scenario 11** In an Under 11's match, the **Red** winger scores a try 1 metre from the touch in-goal line. From where is the conversion attempt taken?
- A. A minimum of 10 metres out from the centre of the goal line.
- Scenario 12** In an Under 12's match, the **Blue** winger scores 1 metre from the touch in-goal line. From where is the conversion attempt taken?
- A. 20 metres in from the touch line and a minimum of 10 metres out from the goal line.
- Scenario 13** In an Under 12's match, a **Blue** player scores a try, 10 metres to the side of the goal posts. From where is the conversion attempt taken?
- A. A minimum of 10 metres out from the goal line in line with where the try was scored.
- Scenario 14** In an Under 10's match, the **Red** team converts a try using a drop kick which travels over the crossbar and between both uprights.
- A. Award the goal.
- Scenario 15** A player from the **Red** team attempts a field goal during general play in a Mod League match. The ball travels over the crossbar, between the uprights, and goes dead.
- A. The Referee will rule a 20 metre optional re-start to the **Blue** team at the centre of the **Blue** 20 metre line as the **Red** team have made the ball dead (there are no field goals in Mod League). The initial tackle from the 20m optional re-start will be Tackle Zero.
- Scenario 16** A player from the **Red** team attempts a field goal in an Under 12's Mod League match. The ball travels over the crossbar between the upright and goes dead.
- A. The Referee will rule a 20 metre optional re-start to the **Blue** team, at the centre of the **Blue** 20 metre line, as the **Red** team have made the ball dead (there are no field goals in Mod League)

- Scenario 17** A **Red** player attempts a field goal in an Under 10's match. The ball lands, in the field of play, 6 metres out from the **Blue** goal line and then rolls over the dead ball line. A player, from the **Blue** team, fouls the kicker in the process of kicking the ball.
- A. There are no field goals in Mod League. As a result, this cannot be adjudicated as a field goal attempt. Therefore, a penalty will be awarded to the **Red** team where the ball first bounced, i.e. 6 metres out from the **Blue** goal line.
- Scenario 18** With the ball in hand, a player from the **Blue** team in a Mod League match, runs into the referee in the opponents' in-goal area and drops the ball.
- A. A try is awarded to the **Blue** team at the point where the player made contact with the referee.
- Scenario 19** In an Under 12's match, a player from the **Red** team, in the act of scoring, is fouled by a **Blue** player, yet still manages to successfully ground the ball in his opponents' in-goal area for a try, 5 metres in-field from the touchline.
- A. A "possible eight point try" is awarded to the **Red** team at the point at which the ball was grounded. The first conversion attempt will be taken 20 metres in from the touchline on the side of the field where the try was scored, which must be taken as a place kick. The referee will then award a penalty, signalling the foul, 10 metres from the goal line, directly in front of the goal posts. This kick may be taken as a place kick or a drop kick. The kicker must be rotated for the second conversion attempt.
- Scenario 20** The **Red** team score a try in a Mod League match. The player attempting to take the conversion attempt, places the kicking tee only 7 metres out from the goal line.
- A. The referee shall instruct the player from the **Red** team (prior to kicking the ball), that the conversion attempt must be taken a minimum of 10 metres from the goal line.
- Scenario 21** The **Red** team is awarded a penalty 15 metres out from the **Blue** goal line in a Mod League match. The captain of the **Red** team elects to take an attempt at goal.
- A. Penalty kicks for goal are not allowed to be taken in Mod League.

Replacing Players: Mini Footy and Mod League

The Sin Bin does not apply in Mini Footy or Mod League. Should a player be guilty of such conduct that it “merits” a suspension from the field, then the Referee is to advise the player’s team captain of the problem and direct that the player be replaced. In this case, the offending player would take no further part in the remainder of that period or the match (or any other match in any older age group on that day) depending on the Referee’s instruction regarding the duration of the suspension – the period or match.

A player replaced for a period, who resumes playing in a later period and is guilty of further misconduct, must be dismissed without replacement (International Laws apply here).

Any further action would be taken at the discretion of the governing body.

Scenario 1 A **Blue** player in possession of the ball is shoulder charged by a **Red** player, continues to run, and is then tackled by another opposition player. The **Red** player had been penalised twice previously in the match for Safe Play Code infringements.

A. The Referee will award a penalty to **Blue**, where play broke down (i.e. where the **Blue** player is tackled). The Referee may elect to caution or replace the player. If the Referee chooses to replace the player, the **Red** captain will be called out along with the offending player. The Referee will instruct the offending player to be replaced. The game will re-start once a replacement has taken up a position on the field.

Scenario 2 The Referee replaces a **Red** player for the remainder of the period (Mini Footy) or for the remainder of the half (Mod League). The player returns in the second period / half, and the Referee has cause to replace the player again.

A. The Referee must instruct the player to leave the field for the remainder of the match, without replacement.

Scenario 3 A **Red** player is penalised for a high tackle. The Referee calls the player out for a caution, and the player proceeds to verbally abuse the Referee, using foul language.

A. The Referee will call out the **Red** captain, and instruct the offending player to be replaced. Play will resume once the replacement player has taken his position on the field.

- Scenario 4** The Referee rules a knock-on against the **Blue** team. The **Blue** player disagrees with the decision and argues with the Referee, using obscene language.
- A. The Referee will penalise the **Blue** player at the point of the abuse, and may instruct the player to be replaced.

Kicking: Mini Footy

Kicking is NOT ALLOWED in Mini Footy except at –

- Starts of play - i.e. Halfway Line, goal line and Quarterway (20 metre) line;
- Penalty kicks (where a kick - but NOT a “bomb”, may be taken to gain a better field position (i.e. kick for touch);

NOTE: A “bomb” can be regarded as any kick aimed at gaining time for the “chasers”, rather than distance, and exerts pressure on the receiver. “Bomb-like” kicks are unacceptable at any (and all) phases of play. Both conditions need to apply for the kick to be regarded as a bomb – that is, pressure on the catcher and the “high” nature. Should only one of these exist then it is NOT a bomb. For example a chip kick may place the “catcher” under pressure but is not a high up-and-under. Similarly, a high kick which does not place a catcher under pressure (for example, bounces further downfield and is not caught by an opposition player), is NOT a bomb.

- Free kicks. These kicks must be place (i.e. “tap”)kicks (the ball must be released);
- Goal kicks (8 years and above only).

Should a kick (other than the above) be attempted during a match there will be a change of possession at the point where the kick was taken, but no closer than 5 metres from the touchline or goal line, unless the Advantage Law applies.

- Scenario 1** In an Under 7’s match, a player is awarded a penalty kick. Are they allowed to kick for touch?
- A. Yes.

- Scenario 2** After a try is scored in the Under 6 and 7 years age groups, is a conversion attempt taken?
- A. No.

- Scenario 3** After a try is scored in the Under 8's age group, is a conversion attempt taken?
- A. Yes.
- Scenario 4** How can a kick at goal be taken in an Under 8's match?
- A. By place or drop kick.
- Scenario 5** Who can kick for goal in an Under 8's match?
- A. Any player who was on the field at the time the try was scored. However, once a player has attempted a kick at goal, that player may not take another attempt until all other players on the field have attempted a goal.
- Scenario 6** Where are conversion attempts taken in an Under 8's match?
- A. A minimum 5 metres into the field of play from the centre of the goal line.
- Scenario 7** Do 40/20 kicks apply in Mini Footy?
- A. No. A changeover to the non-kicking team will occur, where the ball was kicked, if a player attempts a 40/20 kick.
- Scenario 8** In an Under 8's match, a Red player kicks the ball in general play, 12 metres from the Blue goal line. A Blue player catches the ball on the full in the Blue in goal.
- A. 20 metre optional re-start to Blue at the centre of the Blue 20 metre line (advantage Law).
- Scenario 9** Red kicks off to start the match. The kick travels very high in the air, and is "bomb-like", placing the catcher under pressure.
- A. Changeover to Blue where the ball was kicked.
- Scenario 10** In an Under 8's game, a Red player kicks the ball which enters touch on the full.
- A. Changeover to Blue, where the ball was kicked (but not closer than 5 metres from the touch line and goal line).

- Scenario 11** In an Under 7's game, a **Red** player grubber kicks the ball a few metres forward. It is immediately picked up by a **Blue** player who runs 30 metres down field before being tackled.
- A. Play on (play-the-ball); Tackle 1 to **Blue** (advantage Law).
- Scenario 12** On Tackle 3, a **Blue** player kicks the ball. In attempting to catch the ball, a **Red** player knocks on and the ball is re-gathered by a **Blue** player, who runs and gets tackled.
- A. Changeover to **Red**, where the ball was kicked.
- Scenario 13** On Tackle 2, a **Red** player kicks the ball. A **Red** teammate re-gathers the balls, runs and scores a try.
- A. No try. Changeover to **Blue** where the ball was kicked.

Kicking: Mod League

Goal kicks are prescribed in Law (16). A kick at goal at a penalty is not allowed.

Kicking in general play is allowed, except for:

(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. Both conditions need to apply for the kick to be regarded as a bomb – that is, pressure on the catcher and the “high” nature. Should only one of these exist then it is NOT a bomb. For example a chip kick may place the “catcher” under pressure but is not a high up-and-under. Similarly, a high kick which does not place a catcher under pressure (for example, bounces further downfield and is not caught by an opposition player), is NOT a bomb.

(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 point 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 (should the ball be 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).

- Scenario 1** After a try is scored in Under 9's, 10's and 11's Mod League, where is the attempted conversion taken?
- A. All attempts at goal are taken directly in front of the goal posts, and a minimum of 10 metres from the goal line.
- Scenario 2** How can the kick at goal be taken in the Under 9's-11's Mod League game?
- A. Place kick or drop kick.
- Scenario 3** How can the kick at goal be taken in the Under 12's game?
- A. Place kick only.
- Scenario 4** In an Under 11's match, the ball is kicked by a **Blue** player inside his own 40 metre line, lands in the field and bounces across the touch line 15 metres from the **Red** goal line.
- A. Changeover to **Red**, 10 metres in-field from where the ball crossed the touch line.
- Scenario 5** In an Under 11's match, a **Red** player kicks a high "up and under" 15 metres out from the **Blue** goal line.
- A. If there is no immediate advantage, changeover to **Blue** where the ball was kicked.
- Scenario 6** In an Under 10's match, the **Red** team attempt a field goal 10 metres from the **Blue** goal line, which travels over the crossbar and between the uprights, and then crosses the **Blue** dead ball line.
- A. No goal. 20 metre optional re-start to **Blue** at the centre of the **Blue** 20 metre line.
- Scenario 7** In an Under 12's match, a **Red** player kicks the ball from his 30 metre line. The ball bounces in the field of play and crosses the touch line 12 metres out from the **Blue** goal line.
- A. 40/20. Tap Kick re-start to **Red**, 20 metres in field from where the ball crossed the touch line.

- Scenario 8** Where is a free kick taken in a Mod League game?
- A. 10 metres in-field, in line with where the penalty kick first crossed the touch line.
- Scenario 9** Red is taking a goal line drop-out. The Red player drop kicks the ball which travels high in the air and is “bomb-like”.
- A. Changeover to Blue, 10 metres out from the centre of the goal line.
- Scenario 10** In an Under 12’s match, a Blue player attempts a field goal 15 metres out from the Red goal line. The ball is caught on the full by Red in their own in-goal.
- A. 20 metre optional re-start to Red from the centre of their 20 metre line (advantage Law).
- Scenario 11** On Tackle 3, a non-vested player on the Blue team picks up the ball from the Dummy Half position and kicks the ball. The Blue vested First Receiver re-gathers the ball, runs, and is tackled.
- A. Play on (play-the-ball) to Blue; Tackle 4.
- Scenario 12** On Tackle 2 in an Under 10’s match, the Blue vested Dummy Half passes the ball to the Blue vested First Receiver who “chip” kicks the ball, re-gathers, and is tackled.
- A. Play on (play-the-ball) to Blue; Tackle 3.
- Scenario 13** In an Under 11’s match, a Blue player kicks the ball on the Red 40 metre line. After kicking the ball, the player is tackled late by an opponent. The ball lands on the Red 20 metre line and is re-gathered by another Red player.
- A. Penalty to Blue where the ball landed.
- Scenario 14** A Red player kicks the ball from their 40 metre line, and it crosses the touch line on the full at the Blue 30 metre line.
- A. Changeover to Blue where the ball was kicked (but no closer than 10 metres from the touch line).

Scenario 15

From a kick off, the Red team kick a high “up and under” which is “bomb-like”. The ball is dropped by a Blue opponent.

A. Changeover to Blue where the ball was kicked.

Scenario 16

On Tackle 5, a Red player kicks the ball on their 30 metre line. The kicker is tackled late by a Blue opponent, and the ball lands over the touch line on the full at the Blue 40 metre line.

A. Penalty to Red, 10 metres in field from where the ball first crossed the touch line.