TOWNSVILLE SCHOOLS RUGBY LEAGUE 10-12yrs
SUMMARY OF MOD RULES

1. PLAYERS
   (a) Teams are to consist of 11 players.
   (b) Games are played across fields.

2. PLAYING CONDITIONS
   (a) All games are played over two 18 minute halves with a 4 minute interval between halves.
   (b) A standard size Mod League ball must be used.
   (c) Most games will be played on half fields.
   (d) Correctly fitted mouth guards must be worn, unless written permission has been given by parent / caregiver. Shoulder pads and headgear are optional. Ensure players drink plenty of water before, during and after games. Players should be encouraged to bring personal water bottles.

3. SUBSTITUTIONS
   (a) Unlimited substitutions can be made at any time.

4. CHANGEOVER OF POSSESSION
   (a) If possession is retained for six (6) tackles, a changeover occurs at the place of the last tackle.
   (b) A knock-on will result in a changeover.
   (c) Where a double knock-on occurs, the team making the second knock-on will gain possession at the restart of play (Scrum-s are not played in Mod Football fixtures).
   (d) If either a ‘bomb’ or field goal is attempted, a change of possession will occur at the spot at which the kick was taken (unless Advantage Law applies)
   (e) A kick for touch may result in a changeover. If the kick lands first in the field of play and then goes into touch, there is a changeover and play-the-ball five metres in from touch in line where the ball crossed the touch line. If the ball goes into touch on the full, the changeover and play-the-ball is five metres in from touch in line where the ball was kicked.

5. TACKLE
   (a) A player is tackled when his/her forward motion is stopped, when the arm carrying the ball touches the ground, or the Surrender Rule is applied by the Referee.

6. ZERO TACKLE
   a) A zero tackle (or 6 to go) is given in the following instances
      - The defending plays at and touches the ball, and it is regained by the attacking team.
      - The team in possession drops the ball and the other team gain possession, their first tackle is deemed a ZERO tackle (regardless of whether they pass or not)
      - A tap restart from the 10m line, this is brought about by the attacking team kicking the ball over the dead ball line or losing the ball in-goal
   The above scenarios are consistent with the NRL

7. KICK-OFFS
   (a) These only occur at the start of each half.
   (b) The ball must travel ten (10) metres in a forward direction before either side touches it. Failure to do so will result in a penalty from the centre of the half way line.
   (c) If the ball travels the required 10 metres, and after landing in the field of play, enters touch then the kicking side will have a play-the-ball 5 metres in-field from where the ball went out.
   (d) When the kicking team puts the ball over the opposition touch-in-goal line or dead ball line from the kick off (providing the ball lands in the field of play) restart play by a line drop out.
   (d) For kick offs non-kicking team is to retire ten (10) metres.
8. **AFTER A TRY**
   (a) The team that has conceded the try will re-start play with a tap kick.
   (b) The defending team will retire 10m from half-way

9. **PLAY THE BALL**
   (a) The ball must always be played backwards.
   (b) The defending team, except for the marker, once back 5 metres may advance forward once the ball is received by the first receiver **unless** the dummy half elects to run, kicks or mishandles the ball.
   (c) One marker **must** be present at the play the ball. He must stand in front of the player of the ball. The marker must not touch the ball carrier or the ball. He must not move until the ball is received by the first receiver **unless** the dummy half elects to run, kicks or mishandles the ball. Players involved with the play-the-ball must not interfere with their opponents in any way.
   (d) **Each team must retire a minimum of five (5) metres from the play the ball area.**

10. **TRIES**
    (a) All tries are worth **4 points** – regardless of the number of passes.

11. **PASSING – THE ‘TWO PASS RULE’**
    (a) A team must always pass the ball backwards and make at least two successful passes. Failure to do so will result in a change of possession (unless a try is scored from that particular movement).
    (b) This applies to all parts of the field **(there is no Red Zone, 1 pass anymore)**
    (c) A kick (if allowed under Item 13) is counted as a pass.

12. **TWO PASS VARIATION – The Vests**

   - The player wearing the FR (First Receiver) Vest can receive the ball after one pass, run, be tackled and not forfeit possession. If the FR vest wearer scoots from dummy half and does not score, they will forfeit possession.
   - The player wearing the DH (Dummy Half) Vest can scoot from dummy half and not forfeit possession. If the DH vest wearer takes the ball as a first receiver, runs and does not score they will forfeit possession.
   - At half-time you MUST rotate your vest wearers
   - The player wearing the DH vest is not allowed to wear the FR vest or vice versa.
   - You can change your vest wearers at any time during the match, however a player can only wear one vest once.

13. **GOALS**
    (a) A goal is attempted only after a try has been scored. Goals are not to be attempted at a penalty kick.
    (b) The attempted goal must be a place kick. Markers or kicking tees may be used.
    (c) All attempts must be taken immediately in front of the goal posts. Once a player has attempted a goal, he cannot attempt another until all players in his team have been given an attempt.
    (d) A goal is worth two (2) points.

14. **KICKING**
    (a) Kicking in general play is allowed except for ‘bombs’ (high up and unders) or field goals. (A bomb can be regarded as any kick that puts the catcher under pressure from the chasers)
    (b) **If these kicks are attempted (unless Advantage Law applies) there will be a change of possession at the spot at which the kick was taken.**
    (b) ‘Chip’ punts, grubber kicks, kicks for touch and kicks for distance are allowed.

15. **IN-GOAL AREA**
    (a) When the attacking team puts the ball over the opposition touch-in-goal line or dead ball line from general play, restart play by a tap kick by the defending team at the 10m line.
(b) When the attacking player is held up in the in-goal area, restart play with a play-the-ball by the attacking team 10 metres from the goal line. The tackle count will not be restarted. However, if the player was held up on the 6th tackle, the defending team is to play the ball 10 metres from the goal line.

(c) When the defending team puts the ball into its own touch-in-goal or grounds the ball in its in-goal area, restart play by a line drop out.

15. **SCRUMS**
(a) There are NO scrums played in Mod Football

16. **SAFEPLAY CODE (see website)**
(a) The NRL Safeplay Code must be applied in all games.

17. **REPLACEMENT OF PLAYERS FOR MISCONDUCT**
(a) The Sin Bin does not apply in Mod League
(b) Players may be replaced for either the remainder of that half or the remainder of the game depending on the severity of their misconduct.

**Examples:**
* Persistent backchat warrants replacement for the rest of the half.
* A deliberate head high tackle warrants replacement for the rest of the game.
* Continued breaches of the Safeplay Code.

18. **TROUBLESOME SPECTATORS**
(a) Troublesome spectators (eg. agitated parents on the sideline) are not to be confronted. Obtain their names and report the matter to your school administration and request that official action be taken. If the spectators are from other schools, you may request that an official letter of protest be sent to that school.

(b) The referee may stop or cancel the game if he/she believes it necessary. A written report to the Executive should be made as soon as possible.

(c) It is the responsibility of coaches to ensure that each parent is given a copy of the *Code of Conduct* as it relates to parents and players.