

2012 EDITION

"TEACH THE CHILDREN WELL . . .  
BECAUSE WE LOVE THEM"

RUGBY LEAGUE :  
LAWS  
of  
MINI FOOTY  
&  
MOD LEAGUE

by  
PETER D. CORCORAN, OAM

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## OPTION – 9 years

- ♦ Extensive discussion and research in the early 2000's considered the effects of playing Mini Footy from U. 6's to U. 9's – a period of 4 years for this very early introduction to Rugby League..
- ♦ Since 2004, then, there has been an Option in vogue for the Under 9's / 9 years in Club / Regional competitions where participation numbers and maturation levels have called for the consideration of an alternative competition structure at that age.

This Option will continue. Therefore, in 2012:-

- (1) in the U.9s ~ where justifiable conditions exist, some Leagues may decide to continue to play Mini Footy while others advance to Mod League. In those competitions, Mini Footy would be played for three seasons – U. 6's to U. 8's, with Mod League being played from U.9's to U. 12's (the final year being played with further modifications to the standard Mod League format).
- (2) some Clubs / Regions may continue to play Mini Footy in the lower U.9 Divisions only – divisions where the maturation and skill level could be considered lower, while the upper divisions could commence to play the Mod League option.

The Author wishes to acknowledge and show appreciation to all those who gave assistance with the final perusal and presentation of the text before publication.

Peter D. Corcoran OAM

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**PETER D. CORCORAN, OAM**

*(PUBLISHED FOR USE WITHIN AUSTRALIAN RUGBY  
LEAGUE ONLY)*

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AUTHOR: PETER D. CORCORAN OAM



**AUTHOR**

From 1977 – 2006, Peter was the ARL National Director of Coaching (1977 – 1994), ARL National Manager Coaching & Refereeing (1994 -2000) and, finally, ARLD National Education Manager ( 2000 – 2006). From 2006, Peter has been an Educational Consultant, a Director of the Newcastle Knights RLFC and a Member of the NSW Government Sporting Injuries Committee. It was he who designed the Modified Games Program of both the MINI FOOTY and MOD LEAGUE formats – a program adopted by the ARL in 1982 and used to the present day..

Peter's career spanned many years of teaching in High Schools and lecturing (U / NSW) – and as many seasons of successful coaching in several sports.. He is author of many technical books & articles on Rugby League and sports coaching. He has been a Member of both the Australian Council for Health, Physical Education and Recreation (ACHPER) and Sport Medicine Australia (SMA) since their inception in the 1970's.

He has coached and lectured throughout Australia and overseas. He was Head Coach of the ARL National Youth Group during its lifespan; Coach of the A.R.L.'s 1st President's XIII which played the P.N.G.R.L. Kumuls on the occasion of their 10th Anniversary of Independence in 1985; and, Manager and Co-Coach of the Oceania XIII which played Europe in Paris on the occasion of the French RL 75th Anniversary in 1983. He was, for many years, Patron of the Tasmanian Rugby League. He is a Life Member of the Australian Tertiary Students Rugby League and the NSWRL.

For over a decade and a half, Peter was Chairman of both the Federal Government's Australian Coaching Council (A.C.C.), the A.C.C. Technical Committee, and was Deputy Chairman of Sport Coaches Australia. Over the years, he has been a member of many committees dealing with coaching, sport safety and coach and refereeing education, including 26 years as a Director of YouthSafe / SpineSafe – and organisation involved in the welfare of youth and, in particular, those with spinal injuries.

Peter was awarded the Medal in the Order of Australia (OAM) in the Australian Day 1988 Honours List for his Services to Sport and, in particular, the game of Rugby League. In 1989, Peter was awarded the Confederation of Australian Sports Fellowship of Distinction. In 1998, he was the recipient of the A.C.C.'s Eunice Gill Award for Services to Coach Education and Coaching. In 2002, Peter was made a Fellow of the Australian Institute of Company Directors and the Institute of Sports Management. In 2003, he was awarded the NSW Sports Federation Distinguished Service Award; the Sport Industry Australia (CAS) High Distinction Award and the ASC Ausport Officials' Development Award.

## FOREWORD

### ADULTS BEFORE THEIR TIME

There is no question that most adults are encouraging and supportive of their children in play and sport. However, there are many instances where undue negative pressure is placed on children to perform and compete in sport.

Children invariably participate in sport to:-

- ♦ have fun
- ♦ learn new (or improve natural) skills
- ♦ be with, or make, friends

Children have dropped out of sport because:

- ♦ too much pressure was placed on them to succeed or belike adult - chosen role models
- ♦ sport became boring - through (1) inappropriate, repetitive or too demanding training; and (2) lack of personal involvement/participation in games
- ♦ they did not like their coach (or his/her coaching)
- ♦ sport was not what THEY wanted and other interests became more appealing
- ♦ winning - which is dependent on a variety of factors out of a child's control, was no longer as achievable a goal for them as adults would have them believe

Taking all these factors into consideration, the Australian Rugby League - in 1982, adopted MINI FOOTY for youngsters 7-9 years.

MOD LEAGUE followed, in 1985, for those 10-12 years of age.

Arguably, these modified games of Rugby League have been amongst the most significant changes to the game since it was introduced to this country in 1907/08. The many years of the modified games “taking the game to children” instead of “children to the (adult) game” has produced a type and style of player not seen before in this country. The players of today (in their early twenties or younger) are products of the modified games’ program (MGP)..... and one has only to look at the performances of our Australian Schoolboys, the Junior Kangaroos and, at the International level, the Johns’ brothers, to see evidence of this. The MGP has ensured (and will continue to ensure) that Australia has an abundance of talent in the future.

What of the future? Obviously the MGP will be influenced by International Law changes - although the reverse has been evident in recent times. The change of possession (changeover), the “zero” tackle and other concepts having been taken from the MGP for the adult game. However, the program will (and must, to be of benefit) maintain its original philosophy of giving children what they want - eg. fun; greater participation; opportunities to learn skills; protection from unnecessary anxiety or injury; an environment to gain positive lifestyle experience; AND, and environment in which to foster a love of Rugby League free of any negative (adult) influences or expectations. The MGP will then produce players with all the skills and competencies to later embarrass any opposition at any adult level.

If there is ever a “threat” to the longevity of the MGP it will be because the program has been too successful. There will always be some who, forgetful or not aware of the program’s philosophies, will seek to re-introduce some adult concepts.....a recipe for long term disaster.

Since 1982, other countries - New Zealand, PNG, South Africa and the Pacific areas, have adopted a modified games' program very similar to Mini Footy and Mod League as a fundamental part of their development plans and strategies.

A point worth noting! The MGP will supply the appropriate environment for children's involvement in Rugby League. However, for the program to fully reap the benefits, it must be accompanied by a well-organised and supportive administration and by competent coaching which in turn, is totally supported and resourced. This trifecta of (1) proper program; (2) developmental coaching; and (3) supportive administration, is the underpinning formula for success.

I can only say to all who love their Rugby League and wish to see it grow and prosper: "Give the modified game(s) your full support." The great benefits may not always be immediately evident - change comes slowly. However, several years down the track, the code - wherever an MGP is introduced, will look to that introduction as the beginning of a new era in Rugby League.

Peter D. Corcoran OAM  
Originator, Mini Footy and Mod League

**YOUR CHILDREN  
BUT  
THEIR GAME**

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Accred. Level: \_\_\_\_\_

Refereeing: Accred. No.: \_\_\_\_\_

Accred. Level: \_\_\_\_\_

Sp. Trainer: Accred. No.: \_\_\_\_\_

Accred. Level: \_\_\_\_\_



**PART  
ONE**

**MINI**



**FOOTY**

# INTRODUCTION

MINI FOOTY was first played in 1982 in ARL 7 Years competitions. It proceeded to the 8 Years in 1983 and completed an initial three year phase with the 9 Years in 1984. From 1985, all ARL competitions, for age groups 9 years and under, have played this modified form of RUGBY LEAGUE.

## EDUCATING FOR A FUTURE

STAGES OF PROGRESS	RUGBY LEAGUE PROGRAM
Gaining of Knowledge Information Input	Mini Footy (up to and including 8 years - and 9 years where justifiable conditions exist)
Refining of Information Gained Putting Information into Perspective	Mod League (10 -12 years inclusive and 9 years where justifiable conditions exist)
Performance Becomes Habitual Progress through the adult levels	International Laws Game (13 years and over)

It is now universally accepted that “children are not little adults” and should be allowed an introductory educational and developmental period of play wherein they may more easily - and without excessive pressure, learn the fundamentals of the sport as they grow and mature. MINI FOOTY commences this educational program.

Mini Footy is based on FOUR major principles -

- Children learn by playing - i.e. through action. INVOLVEMENT is the THEME of MINI FOOTY
- Children are not little adults and due regard must be given to their lack of - mental, physical and emotional maturity and developing skill.

- Children learn more readily when playing in an environment suitable for them (e.g. field, equipment, appropriate rules) where greater involvement is allowed and where less pressure is present.
- Children appreciate games of action and the running and passing aspects of Rugby League must underpin the theme for **THEIR** game.

## RUGBY LEAGUE IN THE SCHOOLS

SCHOOL GROUPS	RUGBY LEAGUE	AGES
Primary Years 1-3	MINI FOOTY	Up to 9 Years (as designated)
Primary Q/NT/SA/WA-Years 4-7 NSW/VIC/ACT/TAS-Years 4-6	MOD LEAGUE	10 -12 Years (and 9 years as designated)
Secondary Q/NT/SA/WA-Years 8-12 NSW/VIC/ACT/TAS-Years 7-12	INTERNATIONAL LAWS	13 Years and over

## THE CHILD CAN BENEFIT FROM PLAYING RUGBY LEAGUE

Sport ought to be a natural extension of children's play and should help them enjoy childhood and early youth. MINI FOOTY aims to do just this, by assisting the child to -

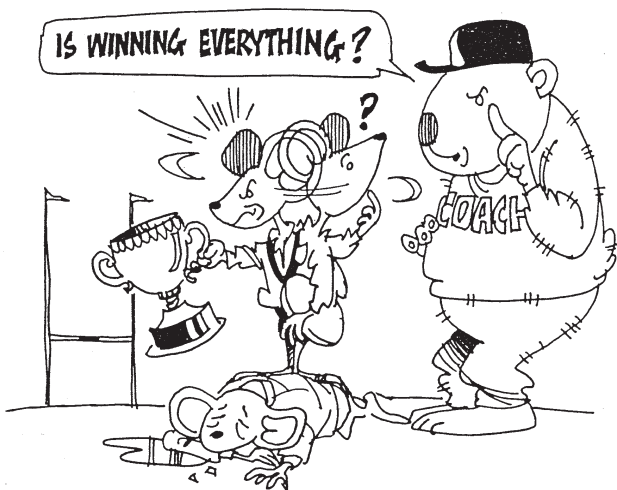
- be involved and thereby have fun and enjoyment
- develop an ability to communicate
- make friends
- improve self-confidence
- develop proper attitudes to competitiveness, winning and losing
- learn to be part of a team
- participate in a safe and healthy activity
- build character
- gain confidence in ball skills
- improve fitness for a healthier lifestyle

MINI FOOTY has proven itself to be an asset to Rugby League.....it is "part of the scene"! The continued support of all in the code will see it go from strength to even greater strength.

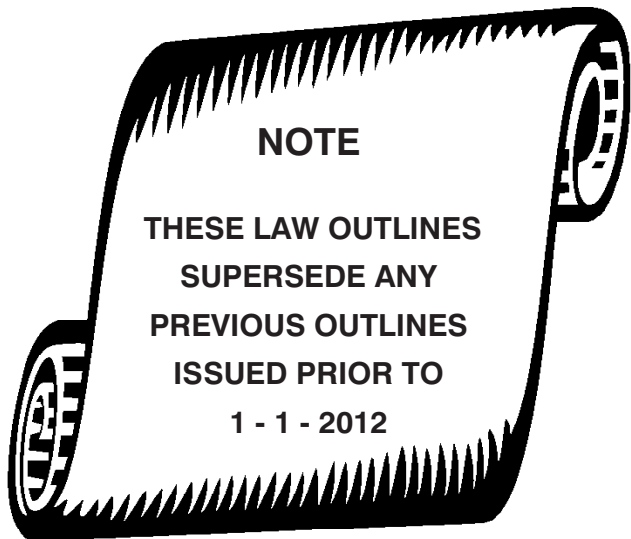
PARENTAL/COACHING  
DEVELOPMENT OR DESTRUCTION?



PROVIDING GOOD  
FEEDBACK



**MINI FOOTY  
AND  
MODIFICATIONS OF THE LAWS OF THE  
(ADULT) GAME**



**IMPORTANT**

- These laws are the only official Laws of Mini Footy.
- Unauthorised alterations are strictly forbidden.
- There are to be no unauthorised interpretations.

## NOTE

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

### GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year ... or, as determined by the local J.R.L.
- (2) Mini Footy is to be used for ages up to and including 8 Years, with an option for 9 years if justifiable conditions exist.
- (3) Players, in the same level of competition, must be of the same age group.

### TEAM/PLAYING TIME

- (4) Maximum number of players on the field at any one time is 8. When more than 8 players are in attendance at a match then all players **MUST** play in accordance with Law 7.
- (5) The minimum number of players allowed on the field per team per match is 6. Should less than 6 players be present then, for safety reasons, the match should be forfeited. (See also Law 25, p.14)
- (6) All matches are to be played over three ten (10) minute periods with a three (3) minute interval between periods.
- (7) Each player is to play a **MINIMUM OF ONE UNBROKEN PERIOD** of ten (10) minutes. [This is a MINIMUM and all present should be given the maximum amount of time possible on-field.]  
A player, having played an UNBROKEN period of play and been replaced, may be used at a later period as a replacement for a player who has also completed an unbroken period of play and not been replaced, or, for a player who has been injured or suspended....see Law No. 25, p.14.

(8) A player may be **temporarily** replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent. The replacement player shall play another unbroken period of play (to comply with Law 7).

**NOTE:** (1) Temporary replacement of three (3) minutes is to count as part of the injured player's playing time ... refer to Law 7.

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

(9) Each team shall consist of three forwards, a half-back and four other backs.

## FIELD/BALL

(10) 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. A full description is given under "Field of Play". MINI FOOTY goalposts - see under "Mini Footy Goalposts".

(11) The "Mini" game has its own "mini" ball. A full description and details of the ball are under "Mini Footy Ball" later in this outline.

## TACKLES/TACKLE COUNT

(12) Possession is retained for a period of four (4) tackles ... unless a nullification of the count occurs in that time. The referee will both signal and call out the number of tackles with the "3rd and last" being signalled by the raising of an arm vertically with three fingers fully extended. On the fourth (4th) tackle (or at any change of possession) the referee will blow the whistle and signal the change of possession in accordance with International Law. The tackle count will commence after each set play or change of possession. There will be no count at the tackle occurring -

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

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

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

## **TACKLES/SAFE PLAY**

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

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

## **NOTE**

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

## PLAY - THE - BALL

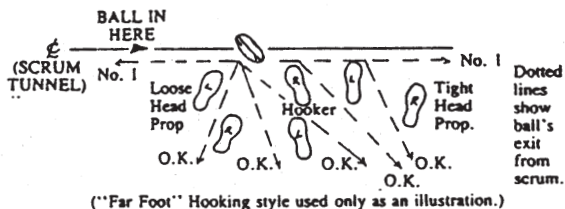
- (13) The play-the-ball shall be as normal in the adult Laws.  
However-
- (a) No markers are allowed. The ball must be played backwards.
  - (b) The acting half-back and the player receiving the ball from the acting halfback may, on receiving the ball, either pass the ball or run themselves. Should they elect to run, not score and be tackled, then their team forfeits possession. A member of the opposite team will then play the ball for play to recommence.  
**Should the defending team play the ball within their own "quarter" - ie 20 metres from its own goal line (i.e. the area between the International Laws touch line and 20 metre line) then THIS LAW applies only to the acting halfback - only the acting halfback, then, MUST pass the ball for the tackle count to continue.** At any change of possession, the referee's signal will be in accordance with adult Law.
  - (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. Each member of the team NOT IN POSSESSION must retire 5 metres from the play - the - ball and any player who is within this area shall be deemed to be out of play. Members of the team IN POSSESSION must retire behind the acting halfback.

## SCRUM

- (14) Scrums, should they occur in Mini Footy, will consist of three (3) players from each team who are to be correctly bound in the accepted fashion. A scrum shall be packed only when -
- (a) there is an infringement by BOTH sides, e.g. a double knock-on, except after three (3) play-the-balls.

- (b) from a penalty kick the ball is touched by a member of the non-kicking team before entering touch.
- (c) there is an infringement involving the referee, a touch judge or a spectator.

On other occasions when a scrum would have been set the ball merely “changes hands” and the non-offending side plays the ball. The two lines of forwards **MUST** pack with their backs parallel to the ground **and face their opponents’ goal line till the ball has emerged properly from the scrum.** NO PUSHING, PULLING OR ROTATING A SCRUM IS PERMITTED. **ONLY the hooker may STRIKE for the ball** and, then, only after it has touched the ground along the centre-line of the scrum beyond the inner feet of the loose head forwards. The hooker must keep one foot on the ground at all times. **All prop forwards MUST keep both feet on the ground at all times apart from the act of re-gaining balance.** At all scrums, the ball must emerge as shown in the diagram below.



The FEEDING of the scrums is in accordance with adult Laws. The “non-feeding” halfback must adopt a position behind the scrum and the “feeding” halfback must retire behind the scrum immediately after the put-in. In Mini Footy, all players NOT in the scrum, are to retire behind their row of forwards. When the ball emerges correctly from the scrum and is picked up by an on-side player, that player may either run or pass the ball but must not be caught in possession. If this ball-carrier runs but does not score and is tackled with the ball while running in the field of play, a change of possession occurs and will be signalled in the prescribed adult fashion. If the player gains possession, but is unable to either run or pass the ball and is tackled, then play continues with a play-the-ball ... i.e. 1st tackle.

## TRY

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

A pass may be defined as an onside transfer of the ball from one player to another. The referee will signal the try in the fashion normal to the adult International Law situation. Should a player be illegally interfered with in the act of scoring a try, an additional kick at goal will be awarded. In any such circumstance of unfair play the value of the try will be four (4) points. A penalty try is worth four (4) points.

## GOALS/CONVERTING A TRY

- (16) A goal may be attempted **ONLY** after a try has been scored. The attempt may be taken by either drop kick or place kick. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another till all others of the same team (on the field at the time) have been given an attempt at a goal ... this also applies at the awarding of an additional kick at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring the try

(Note: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.)

All attempts at goal are taken from immediately in front of the goalposts. The goalkicker will go back a minimum of 5 metres from the goal line. The kicker must, by either place or drop kick, kick the ball between the uprights and over the crossbar of the goalposts. The goal is worth two points. Only approved kicking tees may be used when a goal is attempted using a place kick.

## STARTS/RESTARTS OF PLAY

- (17) **Following a try, the non-scoring team will restart play with a place kick from the centre of the halfway line. The**

**ball need not travel any prescribed distance. The place kick restarts are to be taken, in rotation, by all members of the team ... as in Law 16 re attempts at conversion after a try has been scored.**

For other kicks to start or restart play, the non-kicking team is to retire five (5) metres and, except for a quarterway optional kick, allow the ball to travel five (5) metres. At penalties and free kicks, the non-kicking team is to retire five (5) metres.

- (18) Although the field is reduced in size, scrums are still to be set 10 metres from the touch line and goal line. Penalties normally taken 10 metres from the goal line are still to be taken from that line.

## REFEREES/TOUCH JUDGES

- (19) Neutral referees are to be used at every game.
- (20) Touch judges are to be appointed by each team - one per team. They are to supervise the touch lines according to the adult Laws (and the Modifications here). They are also to ensure that all spectators are well clear of the touch lines and that no one stands behind the goal lines. Should spectators encroach so as to disturb the game's progress then the touch judge must signal the referee to halt the game till the spectators move. The Touch Judges will also judge the goal kicks as outlined in Law 16.
- (21) Referees may, during the game, explain the rules and the reasons for their rulings. Such explanations must be kept brief!
- (22) The "home" team is to see that the field is prepared, ensure that a Mini Footy ball (or balls) is (are) available and see that the neutral referee is present.

## COACHES

- (23) **COACHES ARE NOT NORMALLY TO BE ON THE FIELD.** They may, to assist the very young, be present on the field:-
- in any competitions structured entirely for players below the age of 7 years;

- during **Round ONE (ONLY)** of any **official 6 (or 7) Years** Age Group competitions (irrespective of the individual ages of the participants).  
However - **AT ANY TIME**, should a coach direct a comment at the referee or comment on the referee's performance, the coach will be instructed to leave the field - **IMMEDIATELY**.

## KICKING

(24) Kicking is NOT ALLOWED in Mini Footy except at -

- starts of play - i.e. halfway, goal line and quarterway line;
- penalty kicks (where a kick - but NOT a "bomb", may be taken to gain a better field position);  
**NOTE:** A "bomb" can be regarded as any kick aimed at gaining **time** (e.g. for the "chasers") rather than **distance**.
- free kicks (these kicks must be place kicks);
- goal kicks.

Should a kick (other than the above) be attempted during a match there will be a change of possession at the spot at which the kick was taken ... **unless ADVANTAGE LAW applies.**

## SIN BIN

(25) The SIN BIN does NOT apply in the MINI FOOTY game. **Should a player be guilty of such conduct that it "merits" a suspension from the field, then the referee is to advise the player's team captain of the problem and direct that the player be replaced.** In this case the offending player would take no further part in the remainder of that period or the match (or any other match in any older age group on that day) depending on the referee's instruction re 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 match's controlling body).

## VERBAL ABUSE/FOUL LANGUAGE

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

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

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

## CLARIFICATION - LAW 5, p.7

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

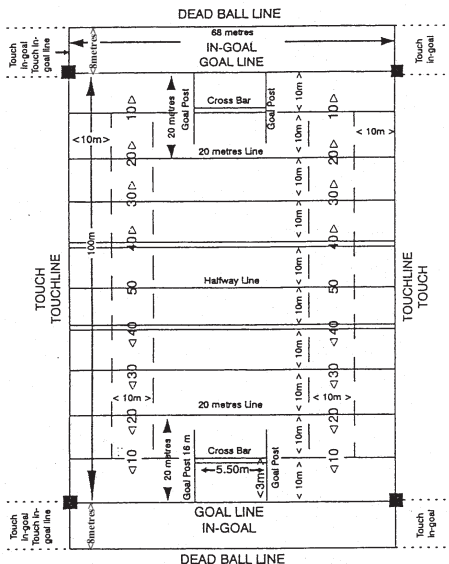
During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions.

If the number falls below the stipulated minimum because of –

- (a) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return
- (b) THE BLOOD BIN, the game can continue until the player returns or until the end of that period. If the player cannot commence the next period, the game must be forfeited
- (c) A PLAYER BEING 'REPLACED' FOR MISCONDUCT, for the remainder of that period only. The game can continue at least until the end of that period. (This does not apply if the player is 'replaced' for the remainder of the match.)

# LAWS OF THE (ADULT) GAME

## PLAN OF THE PLAYING FIELD

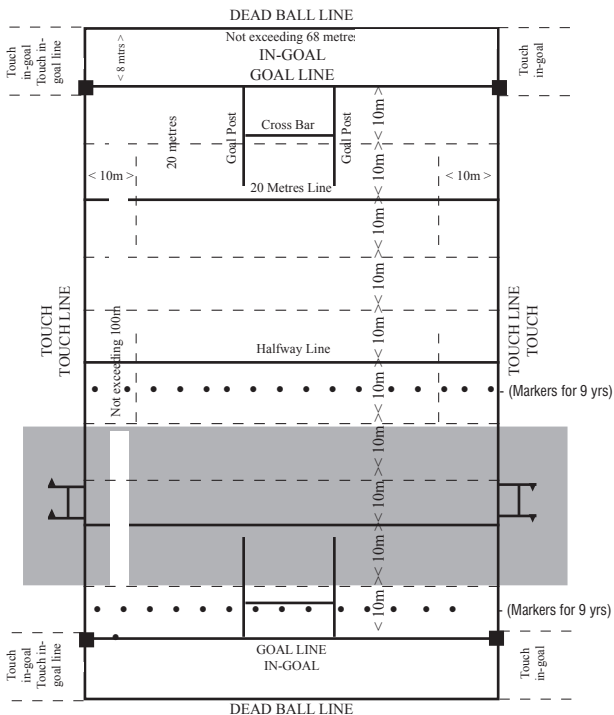


### NOTES

- (1) For adult games the dimensions should be as near maximum as possible.
- (2) The broken lines in the above plan shall consist of marks or dots on the ground not more than 2 metres apart. All transverse lines must be marked across the full width of the field.
- (3) For the unbroken red lines, 10 cms in width across the field and adjacent to the current (40m), white lines are to be used.

# APPENDICES

## SIZE OF FIELD



## FIELD OF PLAY

- **OVERALL DIMENSIONS:** For 6, 7 and 8 years, to measure approx. 68 metres (width of regulation-size field) by 30 metres (from 10 metre line to 40 metre line) of regulation field.

**At nine years, the field may be enlarged to measure 68 metres x (maximum of) 40 metres - see diagram on p.17. (Caution is required in the positioning of the field and the markers - see IMPORTANT below).**

- **HALFWAY:** That part of the line stretching between the centres of the goal lines of the regulation field and across the “mini” field as outlined above and in the diagram.
- **QUARTERWAY (1/4 WAY):** The “line” stretching from side to side of the “mini” field 20 metres from the touch line of the adult field, ie. the 20m “scrum line”.
- 10 metres and 5 metres lines are to be “judged” by the referee.
- **IN-GOAL:** Touch in-goal line is 8 metres (max.) from the goal line (i.e. touch line of adult field).

- NOTES:**
- (1) This in-goal depth measurement is to be regarded as a maximum. No minimum applies although a reasonable depth should be used depending on the available space.
  - (2) When using witches’ hats, stakes or the like, care must be taken in their placement to ensure the safety of the players.

## IMPORTANT - SAFETY CONSIDERATION

### Where Mini Footy is played at 9 years.

- The MINI FOOTY field on p.17 shows the positioning of one (larger) 9 years field. SHOULD TWO such 9 years matches be played simultaneously on the same adult field - the other 9 years field would be similarly positioned on the other half of the adult field.
- Should either a 6, 7 or 8 years field be marked on one half of an adult field and a 9 years (larger) field on the other, the 9 years match MAY BE PLAYED between the 10m line and halfway on the adult field.....ie. the need for markers is eliminated.

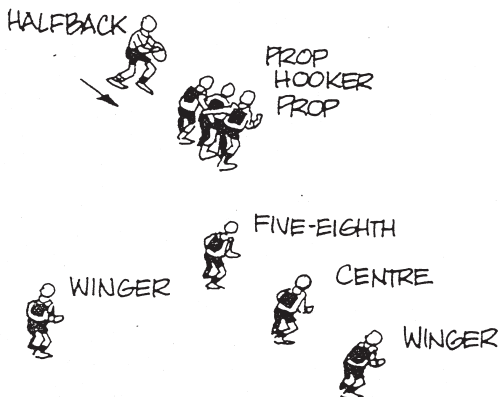
### ◆ BEWARE

Under no circumstances, if two 9 years matches are being played and the larger field used, should the halfway or either goal line of the adult field be used as MINI FOOTY touch lines.... for player safety - ie. the two fields must not butt against one another at the halfway line nor the adult field goalposts be part of a touch line.

## PLAYER IDENTIFICATION

8 9 10	PROP FORWARD HOOKER PROP FORWARD	FORWARDS
7 6 3 2 5	HALFBACK FIVE-EIGHTH CENTRE WINGER WINGER	BACKS
1 4 11 12 13 (& More)	The number of <b>Reserves</b> is to be determined - <b>and</b> <b>regulated</b> , by the local JUNIOR RUGBY LEAGUE - with Law 7 kept in mind	RESERVES

## FORMATION AT A SCRUM



## MINI FOOTY GOALPOSTS

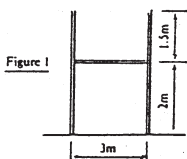


Figure 1

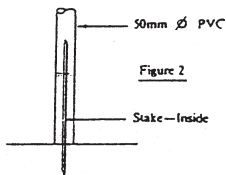
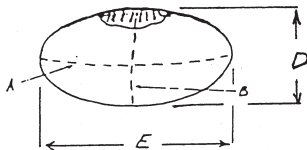


Figure 2

- The posts and crossbar are to be made of 50mm diameter PVC tubing.
- Heights, distances apart, etc., are as shown in Figure 1.
- The crossbar is held in place by PVC tubular “T” pieces/junctions to suit.
- The goalposts are erected at both ends as shown in Figure 2.
- Kicker must retire a minimum of 5 metres from the goalposts and may attempt the goal by either drop or place kick.
- Kicks are to be taken from immediately in front of the goalposts.
- Goalposts must always be erected (and padded) in a fashion which ensures players’ safety.

## MINI FOOTY BALL



- A. **LONG CIRCUMFERENCE:** This follows the “long” seam length of the ball. This length is to be approx.  $640 \pm 5$ 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 approx.  $484 \pm 5$ mm.
- C. The ball is to be inflated to a **PRESSURE** of approx. 60 kpa.
- D. The **WIDTH** of the ball is to be  $154 \pm 2$ mm.
- E. The **LENGTH** of the ball is to be  $250 \pm 2$ mm.
- F. The **WEIGHT** of the “mini” ball, when dry, will be approx.  $350 \pm 5$ g.
- G. The Mini Footy ball is to be used in all Mini Footy matches.
- H. The **COLOUR** of the ball is to be **YELLOW** (preferably) or **WHITE**. (Yellow is far more preferable for opthalmic reasons, yellow being much easier to “track” vertically or horizontally. White - especially when “dirty”, is not as easy to “track”).

# PART TWO

## MOD



## LEAGUE

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## INTRODUCTION

After Mini Footy, what then?

The young player is still relatively unsuited to the full rigours of the adult Laws game . . . physically, mentally, emotionally or skillfully.

Most young players are capable of handling the situations of the adult game at the time they enter secondary school . . . viz. 13 years of age. The average 9-12 year old would regard the demands of the adult game, coupled with the additional involvement through attack and defence, as a little daunting.

We have the situation then where, for the 9-12 years group, Mini Footy may no longer be the answer and the adult game is still too rigorous and demanding. The age group, however, is distinctive and represents those years at which some children are still physically, mentally and emotionally immature.

Hence - **MOD LEAGUE**, which derives its name from the fact that it is essentially the adult Laws format **modified** to suit the young adolescent.

The MOD LEAGUE game allows (1) further time for the refinement of those game skills learned in the Mini Footy years; (2) an “interim period” for the introduction of elementary strategies and the responsibilities of positional play (i.e. more complex team skills); and (3) opportunities to develop an ability to more fully participate in team sport - sharing, helping and co-operating, while also developing individual personality and physique.

Frankly and realistically, the MOD LEAGUE years will allow for activities which can focus on:

- the testing, evaluation and refinement of the player's individual game skills.
- the introduction of (and education in) programs developing fitness in areas such as cardiovascular endurance, neuromuscular co-ordination, muscular strength, flexibility, agility and balance.
- teaching the child to relax more during competition.

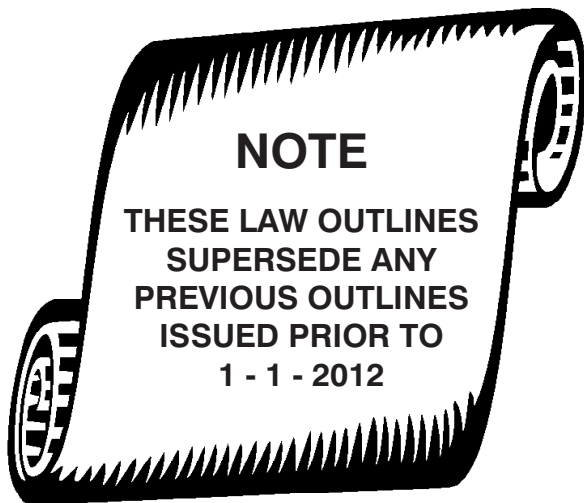
- assisting the child to concentrate better - consequently reducing the negative effects of distractions and increasing performance towards an effort in line with his/her potential.
- developing a most positive self-image or self-concept - a basis for self-control, self-confidence and self-responsibility.
- introducing the young player to the proper development of sportsmanship and an acceptable code of conduct both on and off the field.
- presenting to the young player an update on concepts of simple team play which were beyond most in the Mini Footy years - e.g. combination plays, team tactics, strategies for starts of play, positional responsibilities, etc.

MOD LEAGUE, then, is a format which acknowledges the young player's movement towards adolescence and assists to better prepare the player for the adult game with its vastly different outlooks, sets of values and greater demands.

MOD LEAGUE was first played in 1985 in 10 Years competitions. It proceeded to the 11 Years in 1986 and completed its initial three year phase with the 12 Years in 1987. From 1988, all competitions for age groups 10-12 Years have played this modified RUGBY LEAGUE form. In 2001, Mod League was made an option to be played at 9 years, under certain conditions.



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



**IMPORTANT**

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

## NOTE

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

### GENERAL

- (1) Classification of groups is by age. Age applies as on January 1 of each year ... or, as determined by the local J.R.L.
- (2) Mod League is a game of Rugby League for ages 10-12 years (inclusive) with an option for 9 years if justifiable conditions exist.
- (3) Where possible, all players should be of the same age group.

### TEAM/PLAYING TIME

- (4) Maximum number of players per team on the field at any one time is -
  - (a) eleven (11) at ages 9, 10 & 11 years;
  - (b) thirteen (13) at age 12 years.(For further clarification see p.38)  
At each game all players must play in accordance with Law 7.
- (5) Minimum number of players per team to be on the field per game is -
  - (a) eight (8) at ages 9, 10 & 11 years;
  - (b) eleven (11) at age 12 years.(For further clarification see p.38)
- (6) The game is played over two twenty (20) minute periods or halves with a five (5) minute interval between.
- (7) Each player in the team is to play a **MINIMUM of ONE UNBROKEN HALF** of a match (i.e. twenty (20) minutes).  
A player, having played an unbroken half of a match and been replaced, may be used in the latter half of a match to replace a player who has also completed an unbroken half or for a player who has been injured or suspended.

- (8) A player may be **temporarily** replaced if injured - but, for a maximum of three (3) minutes at any one time. If the three minute period is exceeded the replacement is permanent. Any replacement player, coming on in the first half, shall play out the match (to comply with Law 7).

**NOTE:** (1) Temporary replacement of three (3) minutes is to count as part of the injured player's playing time ... refer to Law 7.

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

- (9) Each complete team at ages 9, 10 & 11 years consists of five (5) forwards, (three (3) front rowers and two (2) second rowers) and six (6) backs (halfback, five-eighth, two (2) centres and two (2) wingers).

At 12 years, each complete team consists of six (6) forwards and seven (7) backs - positions as for the adult Laws and game.

## FIELD/BALL

- (10) The field at ages 9, 10 & 11 years measures 80 metres by 48 metres. A full description is in the Appendices under "SIZE OF FIELD".

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

- (11) The MOD LEAGUE match ball has its own size and shape. A full description of the ball is in Appendices under "MOD LEAGUE BALL".

## TACKLES/TACKLE COUNT

- (12) The format is a limited tackle one. Each team, upon gaining possession, has six (6) tackles during which to maximise the use of this possession ... unless the tackle count is nullified in that time.

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

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

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

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

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

## **TACKLES/SAFE PLAY**

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

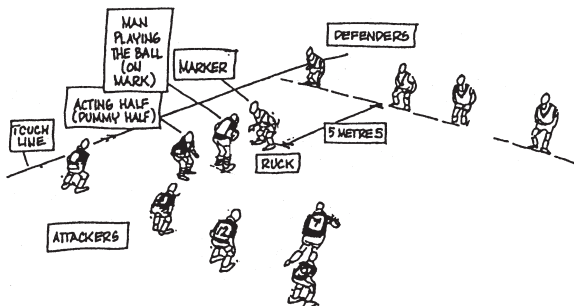
- A** When a tackle is being effected, NO CONTACT is permitted above the armpits.
- B** At any tackle, the ball-carrier MAY NOT BE tripped; slung or thrown or pushed; or lifted from the ground to be then driven to the ground to effect the tackle.
- C** The shoulder charge is NOT PERMITTED under any circumstances.

## **NOTE**

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

## PLAY-THE-BALL

- (13) The play-the-ball shall be as normal in the adult Laws except for the following.
- (a) **One marker ONLY is to be always present. The marker is not to touch the ball-carrier or ball nor interfere with the play-the-ball in any way.**



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

- (b) The ball must always be played backwards;
- (c) The acting halfback and the player receiving the ball from the acting halfback may either pass the ball or run. Should either elect to run, not score and be tackled, then their team forfeits possession.
- Should the defending team play the ball within its own "quarter" - 20 meters from its own goal line, then THIS LAW applies only to the acting halfback - i.e. ONLY the acting halfback must pass the ball. The tackle count continues.
- At any change of possession, the referee's signal will be in accordance with adult Law.

- (d) **At the play-the-ball, no member of the team NOT IN POSSESSION is to move forward until the ball is in the hands of the FIRST RECEIVER or the acting halfback elects to run, kick or mishandles the ball.**

**Players of the side not in possession - apart from the marker, must retire five (5) metres from the play-the-ball area. Members of the team IN POSSESSION must retire behind the acting halfback.**

## SCRUM

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

A scrum shall be packed ONLY when -

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

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

The following will apply for a kick in general play.

- (a) If the kick enters touch on the full, play is restarted with a change of possession (play-the-ball) to the non-kicking team. The play-the-ball will take place at the point of the kick but not closer than 10 metres from the Mod League touch line & goal line. If the ball is kicked backwards and enters touch on the full the play the ball will take place 10 metres in from where the ball crossed the Mod League touch line but not closer than 10 metres from the Mod League goal line.

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

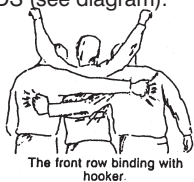
On other occasions when a scrum would have been set the ball merely "changes hands" and the non-offending side plays the ball.

The two sets of forwards **MUST** pack with their backs parallel to the ground and face their opponents' goal line till the ball has emerged properly from the scrum.

**NO PUSHING, PULLING OR ROTATING A SCRUM IS PERMITTED.**

**ONLY the hookers may STRIKE for the ball** and, then, only after it has touched the ground beyond the inner feet of the loose head forwards. The hooker must have one foot on the ground at all times.

**All prop forwards MUST keep BOTH feet on the ground apart from the act of gaining or re-gaining balance.** In all scrums, the ball **MUST** emerge from behind the **INSIDE** legs of the **PROP FORWARDS** (see diagram).



The front row showing body binding and positions. (Hooker is using his nearer foot)



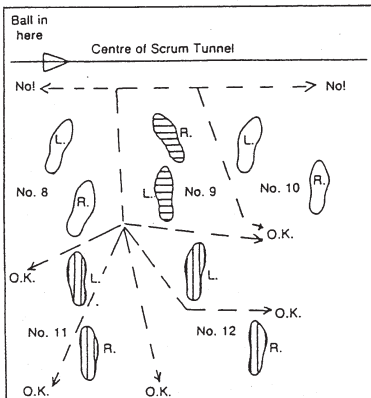
The Second Row



The Scrum

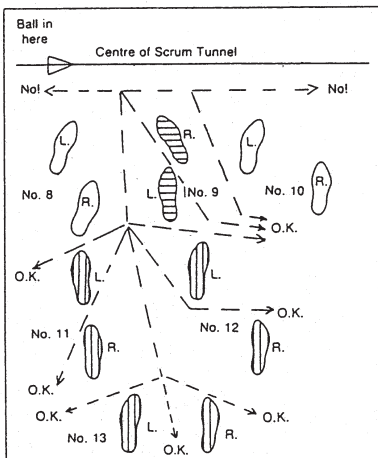


(a) at 9-11 Yrs.



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

(b) at 12 Yrs.



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

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

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

#### NOTE

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

#### TRY

- (15) **A try is scored in the normal way and is worth 4 points.**  
A pass may be defined as an onside transfer of the ball from one player to another. The referee will signal the try in the fashion normal to the adult International Law situation. Should a player be illegally interfered with in the act of scoring a try, an additional kick at goal will be awarded. In any such circumstance of unfair play the value of the try will be four (4) points. A penalty try is worth four (4) points.

#### GOALS/CONVERTING A TRY

- (16) **For (9),10 and 11 years**  
A goal may be attempted ONLY after a try has been scored. The attempt may be taken by either place kick or drop kick. Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another till all others of the same team (on the field at the time) have been given an attempt at a goal... this also applies at the awarding of an additional kick

at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring the try.

Note: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.

Goalposts are those of the adult Laws field.

Method for use is outlined in Appendices.

All attempts at goal are taken from immediately in front of the goalposts. The goalkicker will go back a minimum of 10 metres from the goal line. The kicker must, by either place or drop kick, kick the ball between the uprights and over the cross bar of the goalposts. The goal is worth two points. Only approved kicking tees may be used when a goal is attempted using a place kick.

### **For 12 years**

- Conversion attempts - ONLY after a try has been scored, are to be taken by place kick ONLY.

Once a player has attempted a kick at goal (whether successful or not), that player may not attempt another till all others of the same team (on the field at the time) have been given an attempt at a goal... this also applies at the awarding of an additional kick at goal following the awarding of a try when the try-scorer has been fouled in the act of scoring the try.

Note: In the event that a player, who has already attempted a kick at goal, attempts another kick at goal, prior to all other players (on the field at the time) being given a chance to kick, the points will not be awarded, if successful, and another attempt will not be provided to the team to convert that try.

Goalposts are those of the adult Laws field.

While the place kick will be taken from no closer than 10 metres from the goal line (as for ages (9), 10 and 11 years), the position from which the the kick will be taken will alter

- i.e. (a) For a try scored between the touch line and a line 20 metres in-field from touch, the conversion attempt will be taken along the 20 metre line in-field from the touch line.
- (b) For tries scored between the 20 metre lines inside each touch line, the conversion attempt will be taken in line with where the try was scored (as in International Law). (See Diagram Page 45)

## STARTS/RESTARTS OF PLAY



- (17) Following a try, the non-scoring team will restart play with a place kick from the centre of the halfway line - the ball travelling 10 metres in a forward direction before either side touches it. Should the ball not travel this distance or be touched by either side then a penalty is awarded from the centre of the halfway line.

**At Starts/Restarts of play, if the ball travels the required 10 metres and, after landing in the field of play, enters touch then the kicking side will have a play-the-ball 10 metres in-field opposite where the ball entered touch with a zero tackle count.**

For other kicks to start or restart play, the non-kicking team is to retire 10 metres and, except for the quarterway optional kick, allow the ball to travel 10 metres. At penalty and free kicks, the non-kicking team is to retire at least 10 metres also.

- (18) Scrums are to be set 10 metres in from the MOD LEAGUE touch lines (U\10 & U\11), 20 metres in from the MOD LEAGUE touch lines (U\12) and no closer than 10 metres from the goal lines (U/10 – U/12). Penalties for in-goal breaches are awarded 10 metres out from the goal line, opposite where the breach occurred.

## KICKING

- (19) Goal kicks are prescribed in Law (16). A kick at goal at a penalty is NOT ALLOWED.

Kicking, in general play, is allowed - APART from -

- (a) “bombs” or “high up-and-unders”

**NOTE:** A “bomb” can be regarded as any kick aimed at gaining time (e.g. for the “chasers”) rather than distance. “Bomb-like” kicks are unacceptable at any (and all) phases of play.

- (b) attempts to score a drop/field goal.

If either of these kicks are attempted (unless the ADVANTAGE LAW applies) there will be a change of possession at the spot at which the kick was taken.

The referee will signal the changeover in accordance with adult Law.

“Chip” punts, grubber kicks and kicks for touch (subject to Law 14) are permissible.

- (c) The 40 - 20 International Law applies (Under 12 Age division only)

## REFEREES/TOUCH JUDGES

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

## COACHES

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

## SIN BIN

- (23) The SIN BIN does NOT apply in the MOD LEAGUE game. **Should a player be guilty of such conduct that it "merits" a suspension from the field, then the referee is to advise the player's team captain of the problem and direct that the player be replaced.** In this case the offending player would take no further part in the remainder of that half or the match (or any other match in any older age group on that day) depending on the referee's instruction re half or match. A player - replaced in the first half, who later resumes in the second half (e.g. injury replacement) AND is guilty of further misconduct MUST be dismissed WITHOUT REPLACEMENT. (International Laws apply here.) (Any further action would be taken at the discretion of the match's controlling body).



## VERBAL ABUSE/FOUL LANGUAGE

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

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

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

## CLARIFICATION - LAWS 4,5 - p.27

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

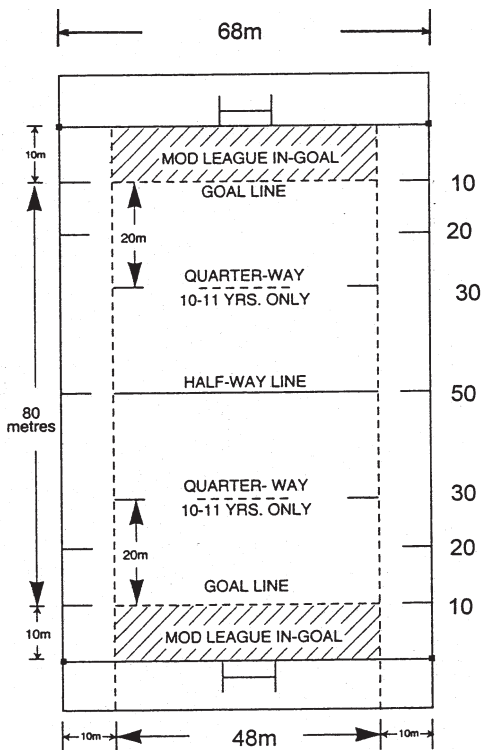
During a game, should the number of players on the field for a team fall below the stipulated minimum number, and the team has no further replacements that can be used, the game must be forfeited, with the following exceptions.

If the number falls below the stipulated minimum because of;

- (a) AN INJURY, the game can continue for the 3 minute injury period but must be forfeited if the player does not return
- (b) THE BLOOD BIN, the game can continue until the player returns or until the end of that half. If the player cannot commence the next half the game must be forfeited
- (c) A PLAYER BEING 'REPLACED' FOR MISCONDUCT. for the remainder of that half, only. The game can continue at least until the end of that half. (This does not apply if the player is 'replaced' for the remainder of the match.)

# APPENDICES

## SIZE OF FIELD



## FIELD OF PLAY

### (9),10 and 11 YEARS

- **OVERALL DIMENSIONS:**

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

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

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

- **IN-GOAL:** is that area between the adult Laws goal line and the line 10 metres from, and in front of, it. The touch in-goal lines are the portions of the two lines 10 metres from the adult Laws field's touch lines. Goalposts are part of the dead ball line.

**N.B.** If markers or witches' hats are to be used to outline the MOD LEAGUE field then they are to be placed in positions where they represent NO RISK to the health and well-being of the player - e.g. a metre or two from the actual MOD LEAGUE playing area.

### 12 YEARS

Size of field is as used for the adult Laws game ... see pp. 16, 39. The 20m line is the quarterway line.



## PLAYER IDENTIFICATION

### 1. At (9), 10 and 11 YEARS

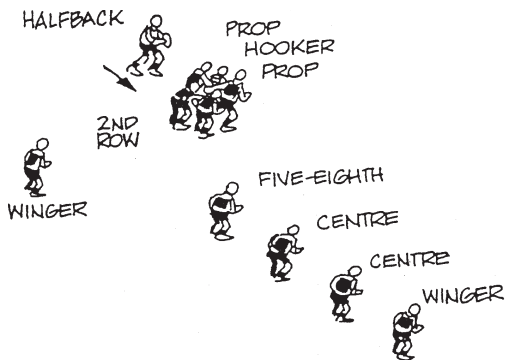
8 9 10 11 12	PROP FORWARD HOOKER PROP FORWARD SECOND ROW SECOND ROW	These are the FORWARDS AND MAKE UP THE SCRUM.
7 6 5 3 4 2	HALFBACK FIVE-EIGHTH WINGER CENTRE CENTRE WINGER	The Team's BACKS - they do not participate in a scrum.
1,13 and others	RESERVES	Number of Reserves to be determined by the Junior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

### 2. At 12 YEARS

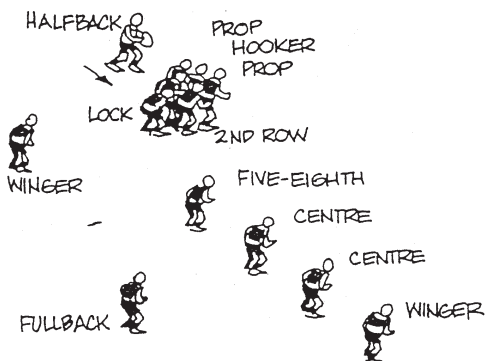
8 9 10 11 12 13	PROP FORWARD HOOKER PROP FORWARD SECOND ROW SECOND ROW LOCK FORWARD	These are the FORWARDS AND MAKE UP THE SCRUM.
7 6 5 3 4 2 1	HALFBACK FIVE-EIGHTH WINGER CENTRE CENTRE WINGER FULLBACK	The Team's BACKS - they do not participate in a scrum.
14,15 and others	RESERVES	Number of Reserves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

# FORMATION AT A SCRUM

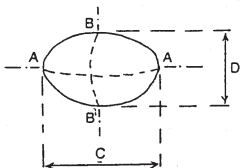
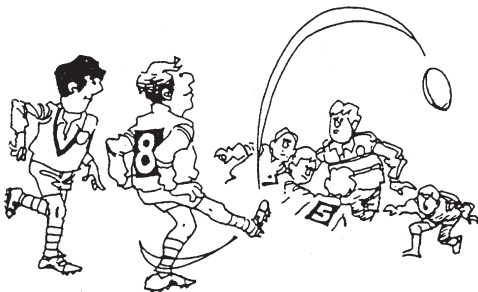
## 1. At 9, 10 and 11 YEARS



## 2. At 12 YEARS

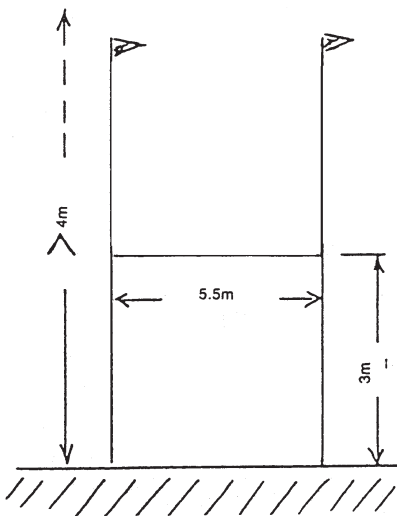


## MOD LEAGUE BALL



- AA LONG CIRCUMFERENCE:** This follows the “long” seam length of the ball. This length is to be approx.  $690 \pm 5$ mm.
- BB SHORT CIRCUMFERENCE:** This is the length about the “middle” (or girth) of the ball ... it is  $510 \pm 5$ mm.
- **INFLATION PRESSURE:** Ball to be inflated to a pressure of 69kpa.
  - **WEIGHT** of the ball, when DRY, will be  $400 \pm 2$ mm.
- C LENGTH** of the ball is to be  $270 \pm 2$ mm.
- D WIDTH** of the ball is to be  $162 \pm 5$ g.
- **COLOUR** of the ball is to be **YELLOW** (preferably) or **WHITE**. (Yellow is far more preferable for opthalmic reasons, yellow being much easier to “track”. White - especially when “dirty”, is not as easy to “track”).
  - The MOD LEAGUE ball is to be used in all MOD LEAGUE matches.

## GOALPOSTS

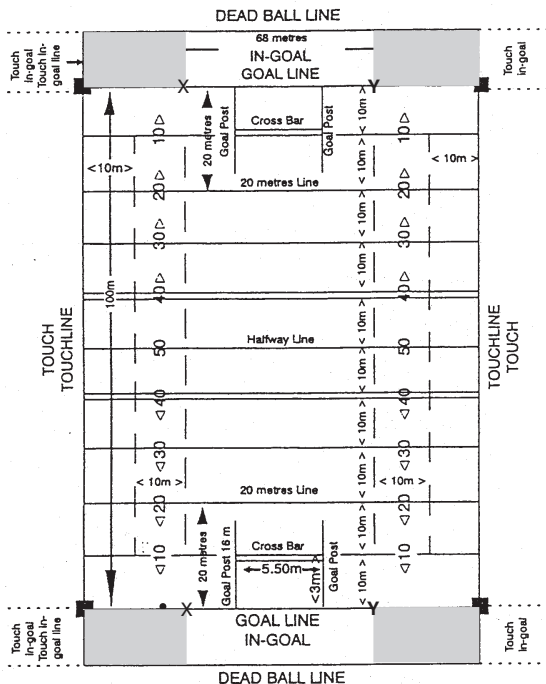


- Are to be those of the adult Laws format:  
i.e. Cross-bar 5.5 metres long and 3 metres from ground.  
Upright to be greater than 4 metres long.
- Kicks are to be taken from in front of the goalposts - using either place kick or drop kick.
- Kicker must attempt the conversion of the try as outlined in Law 16, p.35, and on p.36.
- A player, having attempted a kick at goal, may not attempt another until others of the same team, on the field at the time, have been given an attempt at goal ... as in Law (16).

# GOALS/CONVERTING A TRY (see Law 16) (AT 12 YEARS)

## PLAN OF THE PLAYING FIELD

- (A) For tries scored between X and Y or in the in-goal area behind XY, the conversion is to be taken in the playing field directly opposite the scoring point (as in the International Laws)
- (B) For tries scored "outside" X and Y or in the in-goal areas behind "X to the corner post" and "Y to the corner post", the conversion is to be taken in the playing field opposite X or Y.



## CONCLUSION

Rugby League was one of the pioneers of modified games program in Australia through its many attempts to seek alternative game formats for the greater enjoyment and satisfaction of young players - particularly the very young.

One of the worst of a senior coach's nightmares is having to compensate for the deficiencies in players' performances - problems which might have been remedied some years earlier by performance maturation in a more appropriate game environment. A logical progressive plan whereby players learn and play within their capacities is surely the answer to these (and other) problems.

It is not unusual for young people to "opt out" of a situation where they feel there is little satisfaction. "Mini" and "Mod" games allow them to reach their short term goals much more easily and the program acts as a constant motivation to continue.

There may still be some who will oppose any change or modification of the adult game. The "old bugbear" of "If it's O.K. for me, it's O.K. for my son" will undoubtedly be heard. It can only be reiterated that these Laws have been prepared for those who have a deep love of Rugby League, an even deeper love of children, a real concern for the child's sporting development and a fervent wish to see our great game strengthen its influence and broaden its horizons.

A caution! There may be some, also, who see the success of the program and wish to have input. This is admirable provided such people fully understand the philosophy of the program, relate closely and clearly to the actual needs of children and have a deep knowledge of the game and its Laws. If not, beware! Input may actually amount to inappropriate interference.

The modified games program will always underpin the code's development and expansion. Can we afford, then, not to give the Modified Games our constant and full support?

\* \* \* \* \*

# CODES OF CONDUCT



WHAT ARE THEY?	In simple terms - INDICATORS PROMOTING HIGH STANDARDS OF SPORTSMANSHIP AND POSITIVE BEHAVIOUR TO SPORT AND PLAY
WHAT ARE THEIR AIMS?	<ul style="list-style-type: none"><li>• To bring about an awareness that children take part in sport, to a large degree, to have fun and gain satisfaction from their involvement and play.</li><li>• To point out to adults that children play to satisfy themselves and not necessarily to meet the expectations of adults.</li><li>• To remind all involved in sport of their responsibilities to ensure fair play.</li><li>• To offset the "win-at-all-costs" syndrome with its potential for bad effects on the child's emotional and skill development.</li><li>• To create a safe sporting environment where the accent is on enjoyment, friendly competition and personal fulfillment.</li></ul>

**IMPORTANT**  
THE ILLUSTRATED CODES ARE  
SUBJECT TO STRICT COPYRIGHT

## CODE 1 : FOR THE PLAYER

PLAY FOR THE **FUN** OF COMPETING - NOT JUST TO PLEASE OTHERS

**NEVER** ARGUE WITH THE REFEREE OR ANY OTHERS THERE TO HELP YOU

WORK HARD ON YOUR **OWN** GAME AND TO PLAY YOUR PART IN THE **TEAM** EFFORT

A **GOOD** PLAYER IS A SELF-DISCIPLINED PERSON - STAY IN CONTROL OF YOURSELF ALWAYS

BE A GOOD SPORT - **RESPECT** GOOD PLAY, WHETHER YOURS, YOUR TEAM'S OR AN OPPONENT'S

THE **RULES** CAN ENSURE YOUR ENJOYMENT - PLAY BY THEM

**NEVER** BE GUILTY OF ANY "**CHEAP SHOTS**", IE: TAKING AN UNFAIR ADVANTAGE OF ANOTHER

**ALWAYS** CO-OPERATE WITH THOSE ON YOUR TEAM

IT'S MOST IMPORTANT THAT YOU PLAY AS **WELL** AS YOU CAN!



**CODE 2 : FOR COACH, PARENT  
AND TEACHER**

UNREASONABLE DEMANDS  
MADE ON YOUNGSTERS  
RARELY BEAR FRUIT

AVOID ANY  
TENDENCY TO  
**OVER-USE** A  
TALENTED PLAYER

BE POSITIVE — AVOID  
**HARSH** CRITICISM OR  
**RIDICULE**

TEACH RESPECT FOR  
**RULES** AND AUTHORITY  
BY WORD AND EXAMPLE

SHOW **RESPECT**  
FOR ALL AND COMMITMENT  
TO THEIR WELL-BEING

INJURED PLAYERS  
SHOULD **NOT** BE  
ALLOWED TO COMPETE  
— FOR THEIR OWN SAKE

SUPPORT EVERY EFFORT  
TO RID CHILDREN'S  
SPORT OF **VERBAL** AND  
**PHYSICAL** ABUSE

PROMOTE A  
REALISATION OF  
THE BENEFITS OF  
**FITNESS**

ENCOURAGE THE  
DEVELOPMENT OF **BASIC**  
SKILLS — FIRST AND  
FOREMOST

TEACH THE YOUNG  
THAT AN **HONEST**  
EFFORT IS AS IMPORTANT  
AS VICTORY

IT'S **NOT** A CRIME  
TO LOSE. TO WIN IS  
GREAT BUT TO LOSE  
IS TO LEARN

TEACH CHILDREN TO  
REALISE THAT THERE'S  
A BIG DIFFERENCE BETWEEN  
**THEIR** PLAY AND THE  
PROFESSIONAL'S GAME



WINNING SHOULDN'T BE  
THE **MAIN** REASON YOU  
PLAY, BUT **ONE** OF THE  
RESULTS OF YOUR  
PLAYING!

## CODE 3 : FOR REFEREES AND OFFICIALS

MODIFY RULES AND FORMATS  
TO SUIT THE YOUNGSTER,  
**NOT THE ADULT**

CONDEMN **ALL**  
AND **EVERY**  
INSTANCE OF FOUL  
OR UNFAIR PLAY

ENCOURAGE RULE CHANGES  
WHICH BRING GREATER  
**PARTICIPATION** AND  
MORE SATISFACTION

RESPECT ALL, AND  
WORK TOWARDS AN  
**EQUAL OPPORTUNITY**  
FOR ALL

**AWARDS** SHOULD NOT BE MADE  
A PURPOSE FOR PLAYING

ENSURE **SAFE**  
STANDARDS FOR ALL  
EQUIPMENT AND  
FACILITIES

NEVER SET UNREALISTIC  
**OBJECTIVES**

AS A REFEREE, BE CONSISTENT,  
OBJECTIVE AND COURTEOUS —  
NOT **OVERBEARING** AND  
**CRITICAL**

BE AWARE  
OF THE  
**PRINCIPLES**  
OF CHILDREN'S  
GROWTH AND DEVELOPMENT —  
IT WILL LEAD TO MORE  
APPROPRIATE DECISION-MAKING

REMEMBER —  
**WINNING** IS  
SOMETIMES  
MORE IMPORTANT TO  
THE OFFICIAL THAN  
TO THE PLAYER

SEE THAT COACHES,  
SPECTATORS, SPONSORS  
AND PARENTS ALL  
**UNDERSTAND** THEIR  
RESPONSIBILITIES

SEE THAT **PROPER**  
SUPERVISION IS **ALWAYS**  
PRESENT

**SPORTSMANSHIP** CAN BE A  
**CODE FOR LIVING!**



**CODE 4 : FOR SPECTATORS**

**BEHAVE!** ANY UNSEEMLY LANGUAGE, HARASSMENT OF ANYONE, OR CHILDISH BEHAVIOR IS NOT A GOOD EXAMPLE FOR THOSE WHO SHOULD BE LEADERS

APPLAUD ALL **GOOD PLAY** — NOT JUST YOUR OWN TEAM'S

REMEMBER THAT YOUNGSTERS ARE **NOT** THERE PRIMARILY TO ENTERTAIN YOU OR TO MEET YOUR EXPECTATIONS

CONDEMN ANY FORM OF **VIOLENCE**

RESPECT THE **REFEREE'S** DECISIONS — HE USUALLY KNOWS BETTER THAN YOU DO

**NEVER** RIDICULE OR SCORN A PLAYER FOR MAKING A MISTAKE — RESPECT THEIR EFFORTS



RESPECT THE **OPPOSITION** AND ALL AUTHORITY FIGURES

BE ENCOURAGING TO ALL — BE **POSITIVE** IN ALL YOU SAY

THAT'S IT! **WELL DONE!!**

## CHILDREN IN SPORT

(Excerpts from a policy statement prepared jointly by CAS, ACHPER and ASMF - November, 1983).

- **CHILDREN'S SPORT**

The fundamental aim of children's sport is to provide for involvement in physical activity in a way which promotes immediate and long term benefits for the participants. These benefits will be observed in terms of higher levels of fitness, better health, pleasurable social involvement and the satisfaction derived from skilled performance in individual and group activities.

- **BILL OF RIGHTS FOR CHILDREN'S SPORT**

All children have the right to:

- participate in a wide variety of sports;
- participate at a level commensurate with each child's maturity and ability;
- qualified adult leadership (e.g. accredited coaches);
- play as children and not as adults;
- share in leadership and decision-making roles;
- participate in safe and healthy environments.
- proper preparation for participation in sports;
- an equal opportunity to strive for success;
- be treated with dignity;
- have fun in sports.

- **CHILDREN'S READINESS FOR COMPETITIVE SPORT**

Children develop at different rates. However, between the ages of 10-13, most children will develop physically, socially and psychologically to the point where they are ready, eager and willing to participate in sport.

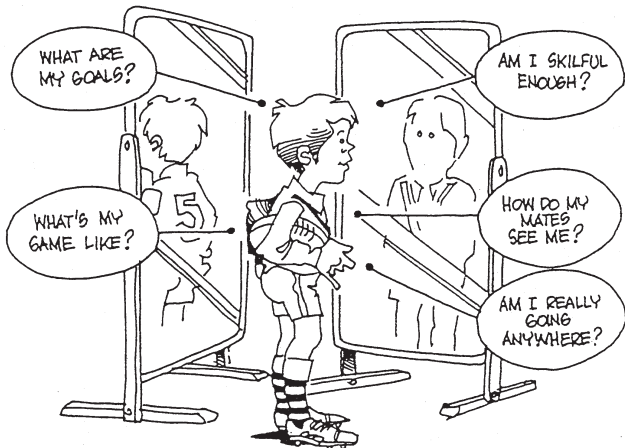
- **PARENTAL INVOLVEMENT**

The environment in which children learn to play sport is largely determined by adults. Parental expectations have a significant bearing on the attitude of children toward participation in sport, on behaviour, levels of performance and enjoyment.

- **COACHES**

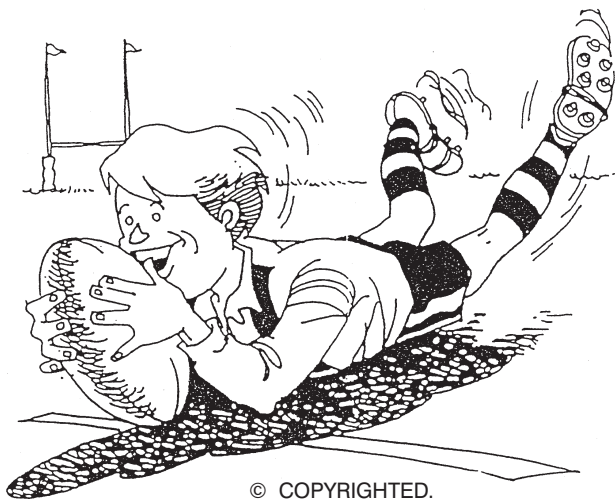
Coaches have a special responsibility towards children. The principal aim of the coach is to help children develop skill and a positive attitude to physical activity and sport during their formative years.

\* \* \* \* \*

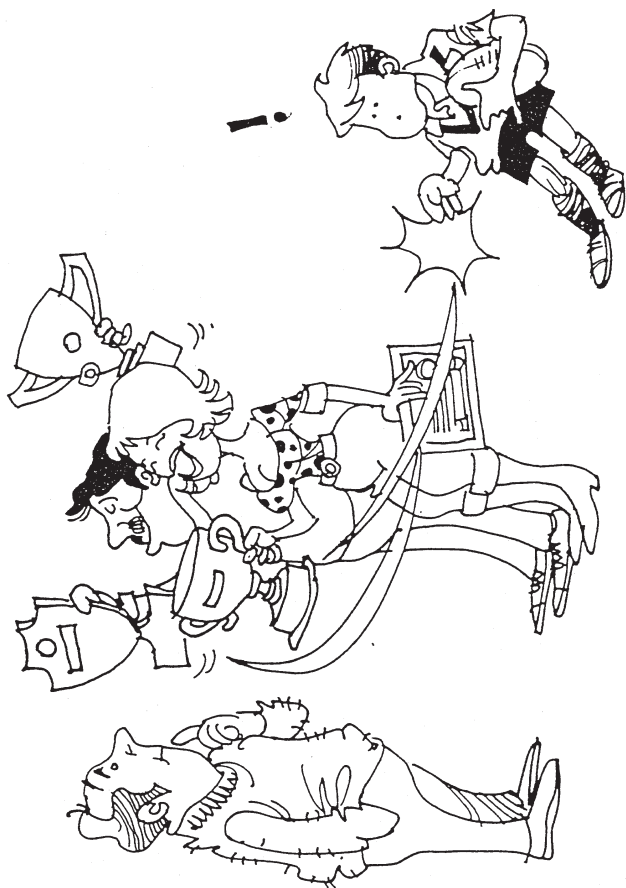


*Skilful players are confident . . .  
Confidence comes from a positive self image.*

**Teach the children  
well ...**



**... because we love  
them!**



# MINI



# FOOTY

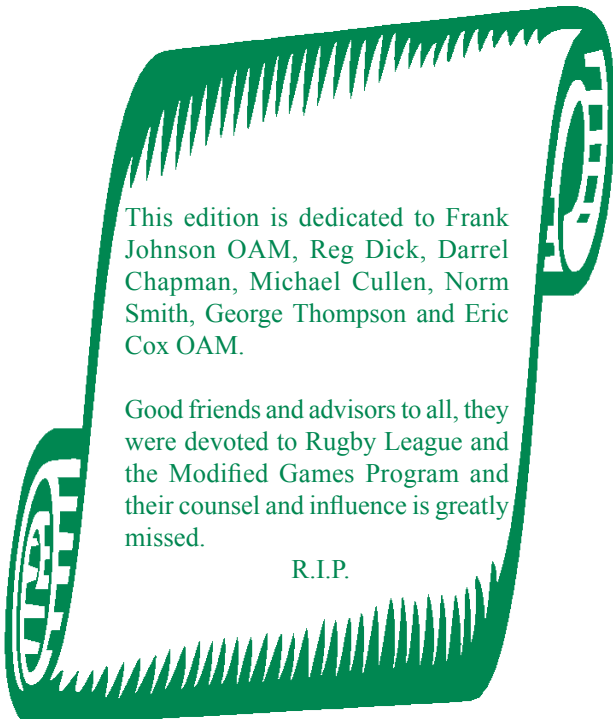
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**THE PATHS  
TO THE  
FUTURE**

# MOD



# LEAGUE



This edition is dedicated to Frank Johnson OAM, Reg Dick, Darrel Chapman, Michael Cullen, Norm Smith, George Thompson and Eric Cox OAM.

Good friends and advisors to all, they were devoted to Rugby League and the Modified Games Program and their counsel and influence is greatly missed.

R.I.P.