



NRL LEAGUE TAG LAWS OF THE GAME

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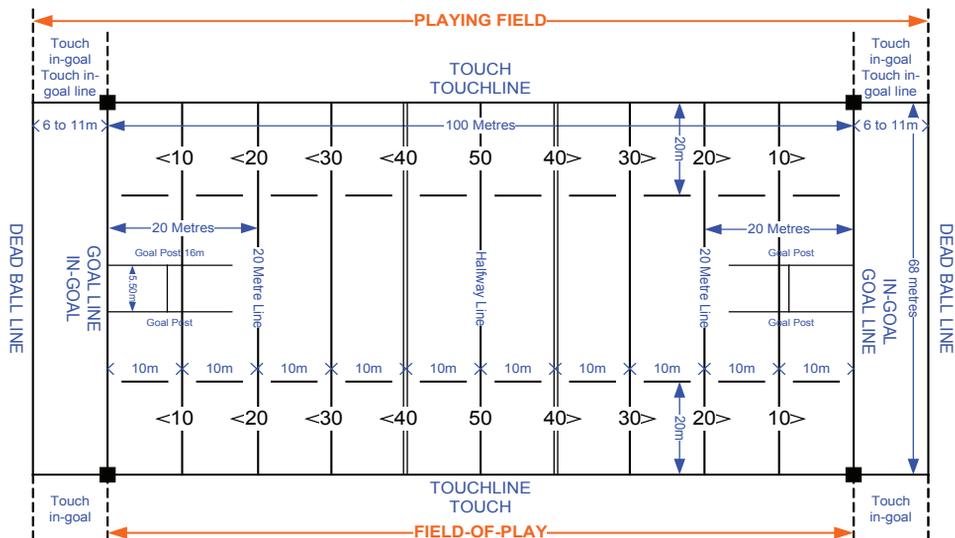
INTERNATIONAL LEAGUE TAG LAWS

13 years and above

The Laws of the International Game of Rugby League shall apply in League Tag subject to modifications, where applicable.

SECTION 1

THE PLAYING FIELD



Playing Field The area bounded by, but not including, the touch lines and dead ball lines.

Field of Play The area bounded by, but not including, the touch lines and goal lines.

NOTES:

1. The Touch Lines are in Touch, the Touch in-Goal lines are Touch in-Goal, the Goal Lines are in the In-Goal area and the Dead Ball Line is beyond In-Goal.
2. ■ Indicates a corner post (see Glossary) placed at the intersection of each goal line and touch line. A corner post is in touch in-goal. Touch Judges should at all times ensure that corner posts are correctly positioned.
3. The goal posts are considered to extend indefinitely upwards. It is recommended that the bottom two metres of each upright be padded, L shaped goal posts are permissible provided the relevant dimensions are observed.

4. For adult games the dimensions should be as near maximum as possible to the dimensions stipulated.
5. The broken lines in the PLAN shall consist of marks or dots on the ground not more than two metres apart. All transverse lines must be marked across the full width of the field.
6. Two unbroken red lines, 10cms in width, across the field and adjacent to the current white lines which presently mark the 40m lines are to be used.
7. Whilst the diagram above indicates an in-goal area of between 6 and 11 metres, the accepted “norm” for the in-goal area is 8 metres.

SECTION 2

THE BALL

Shape

The game shall be played with an oval, air-inflated ball, the outer casing of which shall be of a material approved by the National Rugby League.

Nothing shall be used in its construction which might prove dangerous to the players.

Size and Weight

An International size ball shall be used - the dimensions of which shall be those approved by the National Rugby League.

Ball deflated

The Referee shall blow his whistle immediately he/she notices that the size and shape of the ball no longer comply with the Laws of the Game.

SECTION 3

THE PLAYER/PLAYERS' EQUIPMENT

The game shall be played by two teams each consisting of not more than 11 players on the field at any one time. The minimum number of players per team allowed on the field at any one time in a match is 8. The match shall be terminated should a team's current participants be reduced to less than 8 players.

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- a) Each team may utilise Interchange players during the course of a match provided that the names of the Interchange players are made known to the Referee before the commencement of the match. Interchanges will only be affected after a player has left the field. The replacement takes the field immediately in an onside position with the permission of a Touch Judge/Interchange Official. League governing bodies may choose to adopt either unlimited or limited Interchange rules for individual competitions.
 - b) Each team shall use a maximum of 11 pairs of tags per game. If a player is substituted during the game, the player leaving the field shall hand the tags to the player entering the field.
 - c) A player shall not wear anything that might prove dangerous to other players. A player's normal gear shall consist of a numbered jersey of distinctive colour and/or pattern, a pair of shorts with Velcro tabs attached, football socks of distinctive colour and/or pattern and studded boots or shoes.

Skin tight shorts (bicycle shorts, Skins) are not permitted. Skins may be worn under the shorts but must not have the Velcro tab attached. Belts are not permitted. Jerseys must be tucked into shorts to ensure that the tags are not obstructed. Each team will have a set of NRL sanctioned tags of distinctive colour. Tag length shall be 36cm x 8cm. Velcro tab attached to shorts shall be a maximum of 5cm x 5cm.



Protective clothing may be worn provided it contains nothing of a rigid or dangerous nature. (No peeked caps or jewellery may be worn).



Tags/Velcro/clothing may not be tampered with in any way.

The Referee shall order a player to remove any equipment which might be considered dangerous (or tampered with as per previous paragraph) and shall not allow the player to take any further part in the game until the player has complied with this request. The player shall retire from the playing field to remove the offending item if the start or re-start of the game would otherwise be delayed.

- d) When a player is bleeding excessively, the Referee shall direct him/her to either leave the field for attention or seek medical attention on-field.

Note:

Current participants are players on the field and players who have been temporarily suspended (sin bin or blood bin). Dismissed players are not deemed as current participants.

Interchanges:

A player other than a player who is replacing an injured player who has left the field cannot be interchanged during a play-the-ball except when play is stopped because of injury. If an interchange is affected when a kick at goal is to be taken, the interchange player shall not be allowed to take the kick.

Inspect Equipment

Referees should inspect players' equipment before the start of the game or delegate this duty to the Touch Judges. This does not relieve the player of the responsibility of ensuring that nothing of an offending nature is worn, e.g. rings, rigid shoulder pads, projecting eyelets or nails on football boots or dangerous studs.

SECTION 4

MODE OF PLAY

The game is played over two 25 minute periods with a 5 minute interval between halves. League Governing bodies may set rules and regulations where time off for injury may be played, and extra time may be used to determine a winner following a drawn match at the completion of normal time (for Finals, where played, in International League Tag matches only).

The object of the game shall be to ground the ball in the opponents' in-goal to score tries and to kick the ball over the opponents' cross bar to score goals.

SECTION 5

SCORING – TRIES AND GOALS

A try shall count for 4 points.

A successful conversion goal or a penalty goal shall count for 2 points.

A drop goal during play shall count for 1 point.

When scoring a try, two tags must be intact. If the ball is grounded with only one tag (unless the tag came off when the player made contact with the ground in the act of scoring), it shall result in a “no try” and play will be re-started with a play-the-ball to the attacking team 10 metres out from where the ball was grounded. The tag count shall continue unless after the 5th tag, which shall result in a handover, 10 metres out from where the ball was grounded.



In the event of a late tag (i.e. where a tag has been removed, whether intentional or not, after the ball has been passed or kicked) the advantage rule should apply. The Referee shall indicate a “late tag” and award the try.

The game shall be won by the team scoring the greater number of points. If both teams score an equal number of points, or if both teams fail to score, then the game shall be drawn.

A try is scored when a player first grounds the ball in his/her opponent’s in-goal, provided that he/she is not in touch or touch in-goal, or on or over the dead ball line.

NOTES:

As soon as a tag has been removed from the ball-carrier, he/she must play-the-ball at the point where he/she was tagged. A tagged player’s momentum cannot be used to progress the ball into the opponents’ in-goal if a tag has been legally removed from the ball-carrier or if the ball-carrier is only carrying one tag (i.e. one tag has fallen off or has not been replaced correctly).

Diving to score

A player may only dive through a gap in a defensive line (not directly at players, which may cause a collision). The defender must have an opportunity to remove a tag.

Attacking players can not drop to their knees and reach through to attempt to score a try.

Tagged in-goal before grounding

If the ball-carrier is tagged while in the opponent’s in-goal before being able to ground the ball, play is re-started with a play-the-ball 10 metres out from the point at which he/she was tagged unless it is the 6th tag (this is similar to being “held-up” in-goal in the International Laws of Rugby League), at which time a handover will occur 10 metres out from the goal line and no closer than 10 metres from the touch line.

Ball on goal line

As the goal lines themselves are in-goal, a try can be scored by an attacking player grounding the ball on the goal line.

SECTION 6

STARTS/RESTARTS OF PLAY

Start of Play

The kick-off is a place kick from the centre of the halfway line which commences the match and recommences the match following half time and after points have been scored.

The game shall recommence with a handover to the kicking team should the ball find touch other than on the full and having travelled the required distance of 10 metres. The handover shall take place 10 metres in opposite where the ball first crossed the touch line.

A penalty is awarded to the non-kicking team at the centre of the halfway line if the ball is kicked out on the full.

20 metre Re-start

The game is re-started with an optional kick from the centre of the 20m line if:

- a) an attacking player last touches the ball before it goes out of play over the dead ball line or into touch in-goal except from a penalty kick (see Law 3), or from a kick off from the centre of the halfway line;
- b) If the ball goes dead in the opponents' in-goal from an unsuccessful penalty kick (not necessarily a kick at goal) the game is re-started with a drop-out by a defending player from the centre of the 20m line;
- c) A defending player catches the ball on the full from a kick in general play in his/her own in-goal.

Goal Line Re-start

The game is re-started with a drop-out by a defending player from the centre of his/her goal line if:

- 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 tagged in the in-goal area;
- e) A defending player kicks the ball into touch on the full from his/her own in-goal;

- f) A defending player kicks or passes the ball in his/her 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.

Penalties:

A penalty kick resulting from an offence at the kick off shall be taken from the centre of the halfway line.

Any penalty kick arising from the re-starting of play from the 20 metre line shall be taken from the centre of that line.

A penalty kick resulting from any offence at the drop-out from between the posts shall be taken from the centre of the line drawn parallel to, and 10 metres from, the goal line.

A player shall be penalised if he/she:

- a) Wilfully touches the ball from a kick off or drop-out before it has travelled 10 metres forward in the field of play;
- b) Runs in front of one of his/her own team who is kicking off or dropping-out;
- c) Approaches nearer than 10 metres to the line from which the kick is being taken when an opponent is kicking off or dropping-out.

SECTION 7

“TAGGING”

A team in possession shall have a maximum of six “tags”.

A player in possession may be tagged by an opposing player or players. It is illegal to tag or obstruct a player who is not in possession of the ball.

A defending player cannot make a “tag” unless both of their tags are attached.

The player in possession cannot fend off defenders or protect the tag by fending.

The player in possession cannot jump through/at the defensive line to avoid being “tagged”.

The player in possession cannot run directly at a defender and should be penalised if a collision occurs in this situation.

A player in possession cannot perform a full 360 degree turn in the defensive line to avoid being tagged, and will be penalised if he/she offends.

Infringements also occur for obstruction and tagging without both tags attached.

A Player in possession is tagged when:

- a) at least one of the tags is removed by an opposing player;
- b) a tag is accidentally removed by the player in possession.

A player in possession shall not play-the-ball before being tagged.

It is illegal for a player in possession to surrender prior to being tagged.

If a player drops on a loose ball, he/she shall not remain on the ground waiting to be tagged if he/she has time to regain their feet and continue play.

Sixth Tag

A team in possession of the ball shall be allowed five successive play-the-balls. A handover shall occur AFTER the 5th play-the-ball in the following circumstances:

- a) The team is tagged a sixth time; the handover will occur at the point of the 6th tag. The play-the-ball for this purpose shall not be counted for the purposes of the tackle count and shall operate as provided for in Law 10 of this Section;
- b) The team in possession commits an accidental breach for which a change of possession to the non-offending side occurs;
- c) A player is tagged in the opponent's in-goal; the changeover will occur 10 metres out from goal line.

Accidental Breach

Where an accidental breach occurs (i.e. knock-on, forward pass) and possession changes hands, the following tag will be a "zero tag", notwithstanding that the team gaining possession may have gained a territorial advantage.

Losing Possession

A tagged player shall not intentionally part with the ball other than by bringing it into play in the prescribed manner. If, after being tagged, he/she accidentally loses possession, a handover will occur.



Simultaneous Tag

If the Referee calls 'tagged' and a 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 the play-the-ball.

Late Tag

Where a tag has been intentionally removed, after the ball has been passed or kicked, a penalty to the non-offending team shall be awarded.

Mid-air Tag

It is illegal to tag an opposing player attempting to field a kick whilst the player is in mid-air. The catcher must have returned to the ground before being tagged.

This Law applies only when a player on the non-kicking team catches the ball on the full.

Indicating Last Tag

The Referee shall indicate the 5th tag by raising one arm vertically with fingers and thumb out-stretched as per the International Laws process.

Reaching

The player at marker cannot reach around the body to obtain a tag.

There is no "Stripping" or stealing the ball in any situation.

SECTION 8

PLAY-THE-BALL

The play-the-ball shall operate as follows:

As soon as a tag has been removed from the ball-carrier he/she must play-the-ball at the point where the tag occurred. There is no requirement for the ball-carrier to replace his/her tag until the play-the-ball has been completed. Both tags must be in place for this player to take any further active part in play.

The tagged player shall face his/her opponent's goal line and place the ball on the ground in front of his/her foremost foot (in accordance with the International Laws) to play-the-ball.



Player marking

One opponent only may take up the position of marker, directly in front of the tagged player, and must remain in that position until the ball is played.

The marker cannot play at the ball, nor reach around to affect a tag on the Acting Half.

It is not mandatory for a marker to be present at the play-the-ball.

Retire at Play-the-Ball

With the exception of the marker, the defensive line must retire 10 metres (for 13 and 14 years 5 metres) at the play-the-ball. The team in possession must retire behind their players taking part in the play-the-ball.

SECTION 9

TOUCH AND TOUCH IN-GOAL

Ball in touch

The ball is in touch when it, or a player in contact with it, touches the touch line or the ground beyond the touch line or any object on or outside the touch in-goal line except when a player has been tagged in the field of play, and, on rising, steps into touch as he/she regains his/her feet, in which case that player shall play-the-ball in the field of play.

Jumping player

The ball is in touch if a player jumps from touch and knocks the ball back while off the ground. The ball is not in touch if during flight it crosses the touch line but is knocked back by a player who is off the ground after jumping from the field of play.

Touch in-goal

The ball is touch in-goal when it touches the corner post, in-goal line, or any object on, or outside, the touch in-goal line, however, if a player whilst in possession touches the corner post, it will not be deemed as touch-in-goal.

Points of Entry

When a ball has entered touch or touch in-goal, the point of entry shall be taken as the point at which the ball first crossed the touch or touch in-goal line.

If the ball is kicked by a player or is kicked and bounces off a player in a forward direction (except from in-goal) and it goes into touch on the full, a play-the-ball will occur where contact with the ball was made (but not nearer than ten 10 metres from the touch line or ten 10 metres from the goal line).

If the ball is kicked into touch from a penalty kick, the game is re-started by a free kick 10 metres in-field opposite the point of entry into touch.

SECTION 10

PENALTY KICK

The International Laws of Rugby League will apply. Further penalties may be awarded for conduct unbecoming on the field, such as:

- Avoidable contact
- Yes/No call
- Protecting tags
- Fending off defenders
- Late Tag
- Deliberate contact
- Deliberate grabbing of clothing
- Jumping through tag

The Sin Bin applies in League Tag and is of 10 minutes' duration and may be applied for:

- Deliberately and continuously breaks the Laws of the game
- Uses offensive language
- Disputes the decision of the Referee
- Deliberately obstructs an opponent who is not in possession

A penalty kick shall be awarded against any player who is guilty of misconduct (Refer to International Laws, Section 15) provided that this is not to the disadvantage of the non-offending team. Unless otherwise stated, the mark is where the offence occurs.

How Taken

A player may take a penalty kick by punting, drop kicking, or place kicking the ball from any point on or behind the mark and equidistant from the touch line.

Other than when kicking for goal ("Pretending to kick at goal") the ball may be kicked in any direction, after which it is in play.

Players of the kicker's team must be behind the ball when it is kicked.

Players of the team opposing the kicker shall retire to their own goal line or 10 metres or more from the mark towards their own goal line and shall not make any attempt to interfere with or distract the attention of the kicker.

Find Touch

- a) If the ball is kicked into touch from a Penalty Kick without touching any other player, the kicking team shall re-start play with a free kick. Opposing players shall retire 10 metres from the point of entry into touch or to In the event of a

breach by the opposing team a penalty kick shall be awarded at a point opposite where the breach occurred on a line parallel to the goal line 10 metres from where the free kick was awarded;

- b) If the ball touches an opponent in flight and then enters touch, a change of possession to the non-offending side 10 metres in-field from where the ball crossed the touch line. (Play-the-ball);
- c) Where a player kicks the ball in general play from any point in the area bounded by his/her own dead ball line, 40 metre line and the touch lines and the ball finds touch, otherwise than on the full, at a point on the touchline between the opponents' 20 metre line and goal line, the kicker's team shall be deemed to be the non-offending team. A tap kick is awarded to the kicking team 20 metres in from where the ball crossed the touch line and no closer than ten 10 metres to the goal line.

Free Kick

The ball may be kicked in any direction in any manner when bringing it into play after entering touch and the kicker may pick up the ball after he/she has kicked it (tap kick).

Dead Ball from Penalty Kick

Play is re-started with a 20m drop-out if the ball is kicked dead in the opponents' in-goal from a penalty kick.

If a penalty is awarded for an offence by the attacking team in the opponent's in-goal area, the mark shall be 10 metres in the field of play opposite where the offence occurred. For an offence in-goal by the defending team which incurs a penalty, the mark is in the field of play 10 metres from the goal line and opposite where the offence occurred except for foul play against a try scorer.

If a player fouls an opponent who is touching down for a try, a penalty kick at goal shall be taken from in front of the goal posts after the attempt to convert the try. After his/her kick has been taken the ball shall be deemed dead and play shall be re-started from the halfway line. This law applies to the period during which the ball is touched down for a try and not to any subsequent period (Possible 8 Point Try).

Drop Goal

If a player fouls an opponent who is attempting a drop goal, a penalty kick shall be awarded in front of the goal posts.

If the attempt at drop goal is successful, a kick at goal must be taken from the penalty kick and play re-started from the centre of the halfway line irrespective of the outcome of that kick.

If the attempt at drop goal is unsuccessful, the penalty kick can be taken in any manner provided for in the Laws and play re-started according to the outcome of that kick.

SECTION 11

OFFSIDE

A player is offside except when he/she is in his/her own in-goal if the ball touches, is touched, held or kicked, by one of his own team behind him.

An offside player shall not take any part in the game or attempt in any way to influence the course of the game. He/she shall not encroach within 10 metres of an opponent who is waiting for the ball and shall retire 10 metres immediately from any opponent who first secures possession of the ball.

Placed onside

An offside player is placed onside if:

- a) An opponent moves 10 metres or more with the ball;
- b) An opponent touches the ball without retaining it;
- c) One of his/her own team in possession of the ball runs in front of him/her;
- d) One of his/her own team kicks the ball forward and takes up a position in front of him/her in the field of play;
- e) he/she retires behind the point where the ball was last touched by one of his/her own team.

“Down Town”

Any player who is in front of the kicker in general play is not permitted to advance beyond the point of the previous play-the-ball until the ball has gone past the offside players. This rule delays the movement of the offside players downfield in an attempt to encircle the ball receiver as he/she collects the ball.



MOD LEAGUE TAG LAWS

10 to 12 years

The Laws of the International Game of League Tag shall apply in MOD LEAGUE TAG subject to the following modifications, where applicable.

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These Laws should be read in conjunction with the Laws of the Modified Games of Rugby League

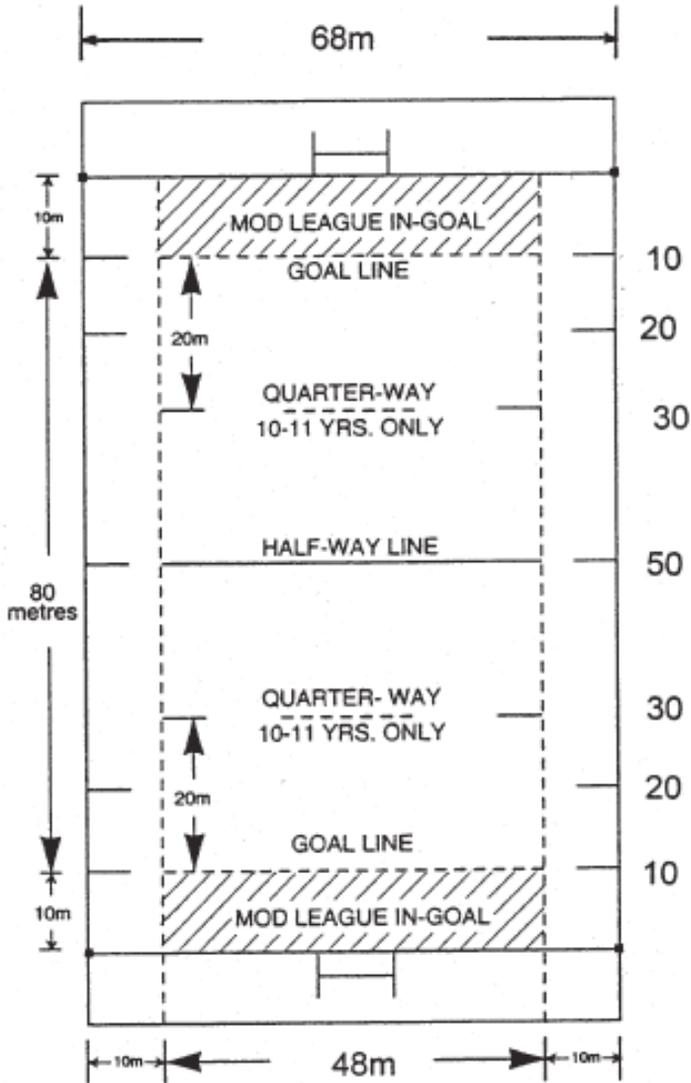
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SECTION 8

KICKING

SECTION 1

THE PLAYING FIELD



(9), 10 and 11 YEARS

OVERALL DIMENSIONS:

80 metres long; 48 metres wide.

Boundaries are the lines 10 metres from International Laws touch lines and goal lines.

HALFWAY: is the halfway of the International Laws field.

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

IN-GOAL: is that area between the International 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 International 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 International Laws game. The 20m line is the quarter way line.

SECTION 2

THE BALL

The MOD LEAGUE ball is to be used in all MOD LEAGUE TAG matches.

SECTION 3

THE PLAYER/PLAYERS' EQUIPMENT

Maximum number of players per team on the field at any one time is -

- a) 8 at ages 9, 10 & 11 years (minimum 6)
- b) 11 at age 12 years (minimum 8)

Should less than the minimum number of players be present then, for safety reasons, the match should be forfeited.

An unlimited interchange Law will apply. All reserves present are to play either by interchange or replacement.

SECTION 4

MODE OF PLAY

SECTION 4

The game is played over 2 x 20 minute periods with a 3 minute interval between halves. League Governing bodies may set rules and regulations where time off for injury may be played, and extra time may be used to determine a winner following a drawn match at the completion of normal time (for Finals, where played, in nominated Mod League Tag matches only).

The game is one of six tag phases/periods. “Tags” are affected by removing a tag from a player. This is also known as “making a tag”. Once tagged, the player must play-the-ball. After a player has been tagged a 6th time; a changeover occurs to the opposition and the game recommences play with play-the-ball at the mark of the tag.

The defensive line is to be of 5 metres from the ruck.

SECTION 5

SCORING – TRIES AND GOALS

Tries will be worth 4 points. A successful conversion shall count for 2 points.

For 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 International Laws field. Method for use is outlined in Appendices.

All attempts at goal are taken from immediately in front of the goalposts. The goal kicker

will go back a minimum of 10 metres from the goal line. The kicker must, by 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

Goalposts are those of the International Laws field.

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

- 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).

SECTION 6

STARTS/RE-STARTS OF PLAY

Re-starts of play, following a try, will be by a place kick (i.e. tap kick the ball must be placed on the ground) at the centre of the halfway line to the non-scoring team.

All kicks must be taken in rotation.

SECTION 7

“TAGGING”

A team in possession shall have a maximum of six “tags”.

SECTION 8

PLAY-THE-BALL

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

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;

The ball must always be played backwards.

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, and a player at Acting Halfback (i.e. dummy half [DH]) will be identified with a vest of another colour;

Players identified with vests are permitted to run from their nominated position, and be tagged 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 tagged 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 tagged 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.

At the play-the-ball, no member of the team NOT IN POSSESSION is to move forward until the ball is in the hands of the First Receiver or the Acting Halfback elects to run, kick, or mishandles the ball.

Players of the side not in possession - apart from the marker - must retire 5 metres from the play-the-ball area. Members 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 regathered by an inside teammate.

Change of Possession

A change of possession will occur as per International league tag Laws after the sixth tag, and also when less than two passes eventuate, other than when the Two Pass Variation Law applies – where the designated DH and FR may run, be tagged and not turn over possession.

Kicking

Kicking is allowed in general play except:

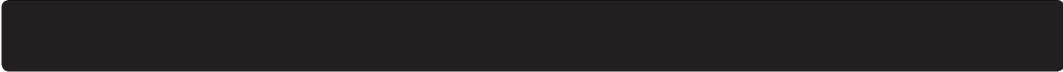
Bombs are not allowed. A “bomb” can be regarded as any kick aimed at gaining time for the “chasers”, rather than distance, AND exerting pressure on the receiver. “Bomb-like” kicks are unacceptable at any (and all) phases of play.

Sin Bin

The SIN BIN does NOT apply in the MOD LEAGUE TAG 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. A player who may have been asked to be 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).

Player Code of Conduct

- a) Always play for fun
- b) Never argue with the Referee. The Referee decision is final
- c) Play fair and at all times abide by the laws of League Tag
- d) Always show respect for teammates and your opponents
- e) Always show appreciation to your parents and team officials without their help, you might not have the opportunity to play.



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MINI LEAGUE TAG LAWS

6 to 9 years

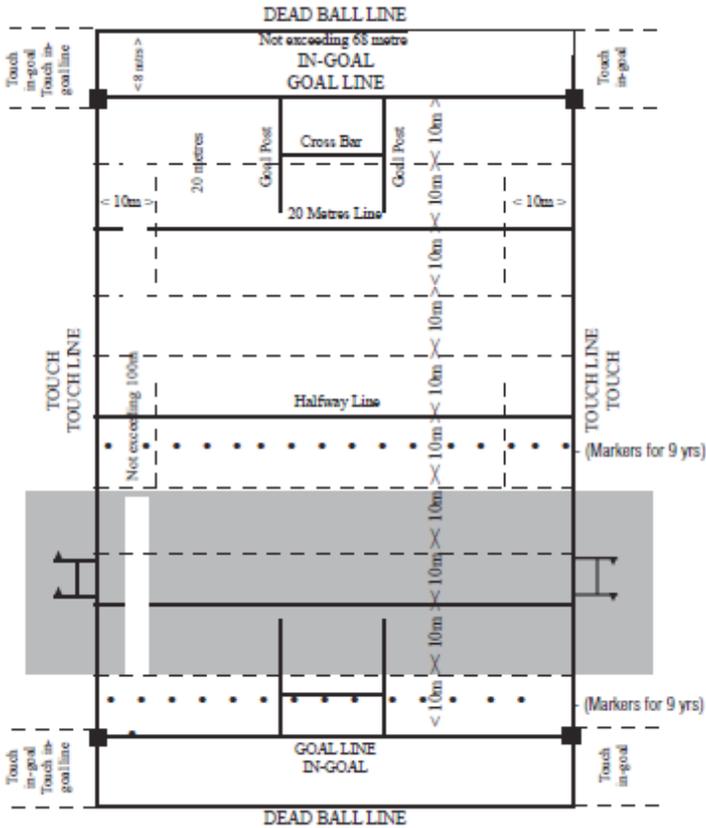
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These Laws should be read in conjunction with the Laws of the Modified Games

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SECTION 1

THE PLAYING FIELD



SECTION 2

THE BALL

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

SECTION 3

MODE OF PLAY

- a) Maximum number of players on the field at any one time is 6. When more than 6 players are in attendance at a match then all players **MUST** play in accordance with (d) below;
- b) 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 is to be forfeited;
- c) All matches are to be played over 3 10 minute periods with a 3 minute interval between periods;
- d) Each player is to play a **MINIMUM OF ONE UNBROKEN PERIOD** of 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;

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

NOTE:

A temporary replacement time of 3 minutes is to count as part of the injured player's playing time.

SECTION 4

Play-the-Ball

The play-the-ball shall be as normal in the International Laws, however:

No markers are allowed;

The Acting Halfback 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 tagged, then their team forfeits possession. A member of the opposite team will then play-the-ball for play to recommence (One pass Law);

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 offside. Members of the team IN POSSESSION must retire behind the Acting Halfback.

SECTION 5

SCORING TRIES AND GOALS

TRY

A try is scored in the normal way and is worth 4 points.

The Referee will signal the try in the fashion normal to the 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 (other than in the 6 & 7 years age groups where conversions are not taken). In any such circumstance of unfair play, the value of the try will be 4 points. A penalty try is worth 4 points.

GOALS/CONVERTING A TRY – 8 YEARS AND ABOVE

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 goal kicker 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.

SECTION 6

STARTS/RE-STARTS OF PLAY

Following a try, (and subsequent conversion attempt 8 years + 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. The place 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.

For other kicks to start or re-start play, the non-kicking team is to retire 5 metres and, except for a quarter way optional kick, allow the ball to travel 5 metres. At penalties and free kicks, the non-kicking team is to retire 5 metres.

Penalties for in-goal breaches, normally taken 10 metres from the goal line are still to be taken from that line.

SECTION 7

“TAGGING”

A team in possession shall have a maximum of four “tags”.

NOTE:

For under 6 years, when a player knocks-on, or passes the ball to a team mate in a forward direction in the field of play, the Referee shall call “chance” and the number of the tags advanced by one, so that the team in possession retains possession, other than after the 4th (and last) tag, 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 “zero tag”. Should a player knock-on and the ball is gathered by an onside teammate, then the “Chance Rule” shall apply. (International Laws apply to breaches in the in-goal area.)

SECTION 8

KICKING

Kicking is NOT ALLOWED in Mini League Tag except at:

- starts of play - i.e. halfway, goal line and quarter way line;
- penalty kicks (where a kick - but NOT a “bomb”, may be taken to gain a better field position).

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

SECTION 9

PENALTY KICK

The International Laws of League Tag will apply.

Sin Bin

The SIN BIN does NOT apply in the MINI LEAGUE TAG 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. A player who may have been asked to be replaced for a period, who later 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).



AGE GROUP	Mini		
	6	7	8
NUMBER OF PLAYERS (MAXIMUM)	6		
NUMBER OF PLAYERS (MINIMUM)	6		
MATCH DURATION	3 x 10 min		
MINIMUM PLAYING TIME (UNBROKEN)	1 period		
BREAK TIME	3 min		
FIELD SIZE	30 x 68 m		
DISTANCE FROM PLAY-THE-BALL			
- TEAM IN POSSESSION	Behind the Acting		
- TEAM <u>NOT</u> IN POSSESSION	5 metres		
MARKERS	Not Allowed		
MARKERS ALLOWED TO MOVE	N/A		
TEAM IN <u>DEFENCE</u> ALLOWED TO MOVE	**When the 1 st receiver has ball in hand,		
RESULT FROM A KNOCK ON OR FORWARD PASS	Chances. Play the ball to the team in possession, tag count continues. Referees to call "Chance" and advance the tag count	Handover (unless a	
NUMBER OF TAGS	4		
ZERO TAG	A zero tackle will be signalled when the r		
PASSES REQUIRED TO CONTINUE THE TAG COUNT	1		
ONE PASS ZONE (DISTANCE FROM OWN GOAL LINE)	Mini N/A		





Mod						
	9*	10	11	12	13/14	15/Opens
	8			11		
	6			8		
	2 x 20 min					2 x 25 min
	1 period				N/A	N/A
	5 min					
	48 x 80m			68m x 100m (full field)		
	Halfback (Dummy Half), except for the person playing the ball					
	5 metres					10 metres
	Mandatory (Must have 1)				1 marker	
	** See below				Ball clears the ruck	
	or the acting halfback fumbles, runs, or kicks (in Mod)					
	an advantage is gained) to the non-offending team				Change over	
	6					
	non-offending team gains possession of the ball from a knock-on, forward pass, or accidental offside. The initial tag from a 20m re-start will be a zero tag.					
	2 Except when the nominated DH (from the DH position) or FR (from the FR position), elects to run the ball, and is tagged without passing.				N/A	
	N/A					

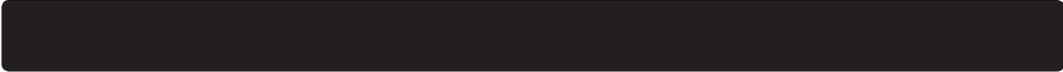




	Mini		
AGE GROUP	6	7	8
KICK OFFS			
DISTANCE BALL TO TRAVEL AT START TO BEGIN PERIODS FROM HALF WAY.	5 metres		
AFTER SCORING	Non-scoring team takes a tap kick from the centre of the field		
GOAL LINE AND 20M DROP KICKS	5 metres		
VALUE OF TRIES	4		
CONVERSIONS	6's and 7's: No conversions		8's, 12's: 20m
KICKING IN GENERAL PLAY	No		
DISTANCE AWAY AT PENALTIES & FREE KICKS			
OFFENDING TEAM	5 metres		
ATTACKING TEAM			
OFFENCES AT PENALTIES AND FREE KICKS			
OFFENDING TEAM	Penalty 5m back from the original penalty mark		
KICKERS TEAM	Handover		
PENALTIES FOR BREACH IN TOUCH OR IN-GOAL	10 metres directly in field of play		
SCRUMS	No scrums. Handover		
HANDOVERS			
<ul style="list-style-type: none"> FOR INCIDENTS IN FIELD OF PLAY FOR INCIDENTS IN-GOAL (E.G. HELD UP LAST TAG) FOR BALL IN TOUCH FOR BALL IN TOUCH WITHIN 10 METRES OF GOAL LINE 	<ul style="list-style-type: none"> Where the incident occurs MOD = 10 metres in field opposite the incident MOD = 10 metres in field opposite where ball is MOD = 10 metres from touch and 10 metres from goal 		
SAFEPLAY CODE	Applicable to all ages from 6 years to 15 years, inclusive.		
MUTUAL INFRINGEMENT	PTB to Attacking Team (i.e. Team with Territorial advantage).		

* 9 years – may be Mini Footy or Mod League – State League determined.





	Mod					
	9*	10	11	12	13/14	15/Opens
	10 metres					
of halfway, which is not required to travel a prescribed distance forward.						10 metres
	10 metres					
	4					
9's,10's and 11's: Drop or place kick in front of goal 10m from goal line Place kick opposite the scoring position, 10m from goal line and at least from touch line						2 points Drop goal 1 point
	Yes (no bombs – applies to all phases of play, including re-starts and penalties)					Yes
	10 metres					
	Behind the ball in all grades					
	Penalty 10 metres back from the original penalty mark.					10 metres
Handover at the mark						Behind the ball
d opposite the breach 10 metres out from the goal line opposite the breach						
er occurs at the point where a scrum would have previously been packed.						
	MINI = 5 metres in					
n deemed to be out goal line	MINI = 5 metres in MINI = 5 metres x 5 metres					
	Refer to Code at www.playnrl.com				13 to 15 years, inclusive.	Opens N/a
). Zero tag will apply.					Change over	
					10 mins	



Rugby League's Values

Excellence

- » Valuing the importance of every decision and every action
- » Striving to improve and innovate in everything we do
- » Setting clear goals against which we measure success
- » Inspiring the highest standards in ourselves and others

Courage

- » Standing up for our beliefs and empowering others to do the same
- » Being prepared to make a difference by leading change
- » Putting the game ahead of individual needs
- » Having the strength to make the right decisions, placing fact ahead of emotion



Australian Government
Australian Sports Commission

Published in February 2016

Inclusiveness

- » Engaging and empowering everyone to feel welcome in our game
- » Reaching out to new participants and supporters
- » Promoting equality of opportunity in all its forms
- » Respecting and celebrating diversity in culture, gender and social background

Teamwork

- » Encouraging and supporting others to achieve common goals
- » Committing to a culture of honesty and trust
- » Motivating those around us to challenge themselves
- » Respecting the contribution of every individual



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